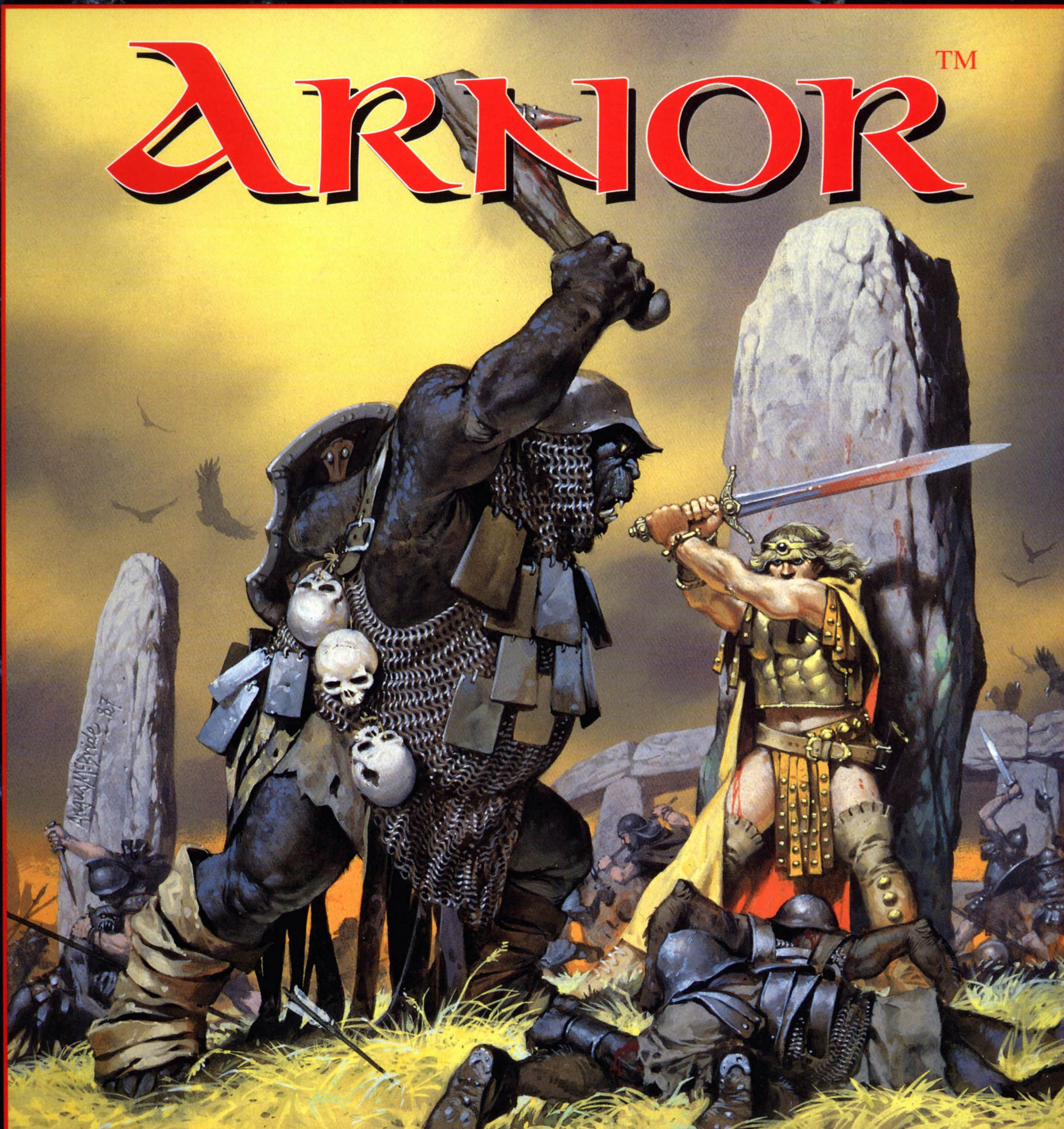
#2005

Middle-earth® Realm

I.C.E.

ARNOR™



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™

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CREDITS

Revision Author:

Wesley J. Frank

Arnor is a compilation of revised material from several ICE modules combined with new information provided by the revision author Wesley J. Frank. Text from *Rangers of the North* and *Thieves of Tharbad* was retained largely intact, while material from *Lost Realm of Cardolan* required more adjustment. Information on Rhudaur as a part of Arnor was generated primarily by the revision author, while adventure material in the Rhudaur of later times was provided largely by text from *Hillmen of the Trollshaws.* Description of the rustic village of Bree and of Cardolan's haunted barrow-downs was obtained from *Bret and the Barrow-downs,*

Rangers of the North

Author: John David Ruemmler
Editor/Developer: Peter C. Fenlon
Floorplan Descriptions: Jessica Ney, Richard Britton, J. David Ruemmler, Pete Fenlon
Editorial Contributions: Terry Amthor, Rick Britton, Jessica Ney, Chris Christensen
Special Contributions: Bruce Neidlinger, Sam Irvin, Dean Begiebing, Dave Heintges, Mitch Walker, Bill Downs, Nikki, Ray and Terry, Bo-boy, William J. Hartley, James K. Lawson, Swinky

Lost Realm of Cardolan

Author: Jeff McKeage
Project Editor/Developer: Coleman Charlton
Series Editor: Peter C. Fenlon
Layout Design: Kim Keziah Robinson McKeage
Special Contributions: Terry Amthor , Kevin Barrett, Evil Brad, Dean Begiebing, Rob Bell, Karl Borg, John Breckenridge, Bill Downs, Preston Maxwell Bennett Eisenhower IV, Ernest Lewis Jr., Bruce Neidlinger, Kurt Rasmussen, Swink, Jeffs "the old gangs"

Hillmen of the Trollshaws

Author: Jeff McKeage
Project Editors/Developers: Peter C. Fenlon, John D. Ruemmler
Editorial Contributions: Coleman Charlton, Terry Amthor, Chris Christensen, J. "Pops" R., Bruce Neidlinger
Special Contributions: Darren McLennan, Jim Galvin, The Safety Dancers, John McKeage, Jeff McLennan, Wayne Jordan, Chris Jordan, Kevin Mikkola, Mark Pierce, Steve Redic, Dorris Martineau, Kurt Fischer, Sam the Man, Swamp the Roy, Bruce Neidlinger, Howard Huggins, Deane Begiebing, James Blevins, Terry Pryde, Tommy Williams, Heike Kubasch



Bree and the Barrow-downs

Author: Heike Kubasch
Project Editor/Developer: Peter C. Fenlon
Editorial Contributions: Chris Christensen, John Ruemmler
Special Contributions: Howard Huggins, Bruce Neidlinger, Tommy Williams, Swamp Cook, Coleman Charlton, Carl Willner

Thieves of Tharbad

Authors: Adventure Architects Lisa J. Evans, Walter H. Hunt, Evan Jamieson, Richard Meyer, Robert G. Traynor
Project Editor/Developer: Terry Amthor
Editorial Assistant: J.H. Anderson
City Concept: Walter H. Hunt
Special Contributions: Mitch Walker, Sam Irvin, Ted Pfaltz, Bill Downs, Randy Hart, Deane Begiebing, Coleman Charlton, John Ruemmler, Chris Christensen, the Bad Young Boys, Sean Murphy, Judy Hnat Anderson, Kevin Barrett, Swink, Billy Covert, Jessica Ney, Kathleen Connor, James Blevins, Kurt Rasmussen

Revision Credits

Revision Editor: Jessica Ney-Grimm
LOR Statistics: John Curtis
Cover Art Angus McBride
Color Maps: Pete Fenlon
Interior Illustration: Kent Buries, Wayne Reynolds, Liz Danforth, Stephan Peregrine, Clarence Nave, Richard H. Britton, Jessica Ney
Illustrations from the Past: the *Dover Pictorial Archive Series* provided: an engraving by Gustave Dore drawn for Coleridge's *The Rime of the Ancient Mariner,* watercolors by William Henry Payne for his first major project, *Microcosm;* renderings by Richard Huber of the gargoyles of Freiburg's cathedral, in Germany, and of Milan Cathedral; and Art Nouveau designs by T. Allwork Chaplin for *Studio 32* and by Giovanni Fumagalli for *Adornatori.*
Interior Maps & Floorplans: Rick Britton, Jessica Ney, Carolyn Savoy, Carrie Gaston, Pete Fenlon, Terry Amthor, Judy Hnat Anderson
Project Specific Contributions:
Series Editor; Jessica Ney-Grimm;
Content Editor: Pete Fenlon;
Pagemaking: Suzanne Young, John Curtis;
Paste-up: Kathryn Beggarly, Mike Dunbar, Jason Hawkins, Gera Miles, Nick Morawkz, Mike Reynolds;
Cover Graphics: Terry Amthor;
Editorial Contributions: Coleman Charlton, Pete Fenlon, Heike Kubasch
Optical Character Recognition: ElfFriend

ICE Staff—
Color Processing & Design: Terry Amthor;
Sales Manager: Deane Begiebing;
Managing Editor: Coleman Charlton;
Production Director: John Curtis;
President: Pete Fenlon;
Sales, Customer Service & Operation: Heike Kubasch, Dave Platnick;
CEO: Bruce Neidlinger;
Art Director: Jessica M. Ney-Grimm;
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Shipping Staff: David Morris, Daniel Williams

A chill mist shimmered in the overcast twilight, stirring with the gentle westerly breeze, the silvery haze cloaked the forest like a gossamer veil. Halinir fought the beclouded shadows in search of a suitable perch. Fortunately, the pale bark of the birckwood glistened, affording the angry sojoumer an occasional glimpse of the black limbs overhead. He timed his leap with the assurance of one whose boyhood had been spent hunting in the forests of the Twilight Hills. Springing off a soft stump, he caught a stout branch, pilling himself up through the low fog. Silently planting himself midway up the great birch, he scanned the valley below.

Halinir could barely see through the leafless trees as the sun finally Jaded into the autumn night, Any reckoning seemed unsure, although he could trace the occasional glitter of the Stockbrook as it wound its way eastward towards the Baranduin. Beyond, on the horizon, red glints marked the flames rising over the remains of Stock Village and Marish Town. Torcbes flickered closer by, for only a half-league away, and, just past the base of the hill, the murderers made camp. Halinir knew they had no time to grieve now, no time to think of anger. The Goblin-fires strung out in a circle about Woodhall, and a foul, harsh chanting drifted back west to the crests of the Green Hills. A hundred Orc voices rose like a cruel chorus in obscene ceremony. If they'd taken prisoners today, the poor souls were already being sacrificed: slain and bled to the glory of the Witch-king.

"Ranger," spoke a quiet, strong voice below him. "An they concerned with us tonight?"

"No!" Halim'r said out loud. Cursing his green youth, he swung down as silently as possible and found the ground before speaking further. No, it wasn't one of the small band of Rangers with which he'd traveled to these woods; instead, a gray-clad old man stood leaning on bis staff, his eyes glittering in the half-light. Prince Aranarth had come far out of his way to see this fellow; he was impressive, in some ways, but. .. strange, even for one of the Wise; his sight seemed to look right through a fellow. "They busy themselves with celebrating the slaughter of our kinfolk, curse them."

"And the Mor-sereg, the Shadow-priest who leads them? No, you wouldn't be able to hear him. Still, he must be leading the ceremony . . ." The Wizard turned away and began walking back along the crest.

"I'd have them feel our steel!" whispered Halinir fiercely. "And they would, but for my Lord's wound."

The older man looked back over his shoulder. "But the Prince is wounded, Halinir. Few years you might have behind you, yet you still have the blood and rank of House Eketta. You lead this company now." He strode confidently through a barrier of rose-bramble into a glade ringed by close-grown oak and beech. On the opposite side of the glade, where no sound or scent could drift out to the Orc camp, a score of King's Rangers waited for instruction.

Halinir followed the Wizard. "I have no strength of numbers, mystic, and no magic. Unless you can muster your Elda friends, or unless the rumor...."

"Rumor?" said the old man to the air. "Dangerous things, rumors. And as for the storied Eldar, they now look toward the sea. Still, I may have found strength of numbers for you .. .."In the middle of the glade a small figure rose up and bowed.

"Master Gandalf?" The figure, now dipping a short, heayy-bladed spear in salute, barely stood as high as Halinir's swordbelt.

"Yes, Master Boarkiller," said the magician. "And this is Captain Halinir."

Halinir, forgetting his manners, found himself staring at the Halfling, who seemed, behind his spear, all furred feet and floppy leather jerkin, wrapped tight against the early winter cold.

"So this is the Kingsman." The high voice was firm, and the eyes steady as they matched the Ranger's gaze. "I've got twenty lads, sirrah, all with stout bows and eager to serve and all." Then, dropping his eyes, he muttered to himself "A stripling, by the Wood."

"Of course," said Halinir, confused, but too polite to express his disbelief. "You would be willing to attack tonight? There'll be snow, I'm told, to mask their night-sight."

"As you wish," shrugged Boarkiller. "They won't expect it at night, and they's too busy makin' religious to watch for us."

"And your people? Your families and women?"

"Headin' off westward, sirrah, away from all this. Wolf-riders on the Great Road, of course, but there's Elf-trails in the Green Hill country, yer lordship. Good trails o'er to the Took-lands. There they have good holes. Troll-proof" The Halfling exchanged smiles with Gandalf.

Gandalf assumed a mock-scolding tone. "I'm sure the Took-thane is acting kindly to all of the refugees. We must hold together in these trying times."

The Hobbit shrugged. Halinir turned to Gandalf. "What of Prince Aranarth? And the Elves who made this clearing? Where are they?"

Halinir scouts the Orc camp



"They arrived with Boarkiller, Captain, a few minutes ago," said Gandalf. "And since you seek some sort of magic, know that this is an Elvish glade. It is protected; no Orc will find the Prince tonight unless we lead them here."

"And what of Elf-magic and small, woodland sanctuaries, good Wizard? What weapon have we to use against the Shadow-priest?"

Gandalfs eyes narrowed. "I know him. He has become careless. While he was within the halls of Carn Dûm, he could not be reached. After three hundred years he has come out." He contemplated the crystal at the end of his staff. "I can deal with his dark power, Captain Halinir. I believe I will come with you tonight."

A faint cry issued from the southern side of the glade, where several figures huddled around another laid upon a bed of dried leaves and grass. Halinir turned and strode briskly towards them, the Wizard and Hobbit following in his wake. As he approached, a tall figure raised a hand to check his approach. Halinir clenched his fingers around his sword, then relaxed. The stranger was a great Elf, tall as a lord. Elves seemed scarce in this war, but no good would come of quarreling with them.

"My pardon, Captain," said the tall Elf, "My sister is tending to your Prince. He is fighting the pain of the foul poison, but the sting may bode well. This is a sign of renewal, I'm told."

Before them lay Prince Aranarth; even enfeebled by Orc-poison, his strength showed. The chiseled features were taut with strain, the great shoulders arched upward off the ground. A woman held his head and stroked his face, murmuring.

She looked up and Halinir's breath caught in his throat. He had heard of the beauty of Elven women, but.. ..Her wide dark eyes caught his. "He dreams, my lord."She whispered the words, catching a raven braid with her free hand and pushing it past her pale shoulder. "The Prince dreams of the war. The power of his blood shows; he sees far through his fever."

"What does he see?" asked Gandalf.

"The King rides free, for a time. Arvedui has cleared the bounds of Orc scouts and rides north."

'Varda be praised!" spoke Halinir. "Never shall that line fail!"

"Not here and tonight, anyway," said Gandalf. "If the Prince is having a Seeing of this world and not the next, he will surely recover."

"He has shown the gift of Sight before," agreed Halinir. "A useful thing for a ruler whose seers have failed him,"

Gandalf spoke thoughtfully: "My Lady Mirwen, what of the Prime's brothers and sister? Are they in this dream?"

"Not his sister," said the woman, "She is still far from home."

Mirwen's brother spoke. "That is true, at least. Word comes from Lindon that only the first part of the Gondorian fleet has come through the storms, She will be with Prince Eärnur, and he sails with the main body."

Halinir saw tears in the Lady's eyes. "And, Madam," be asked softly, "what of his brothers? What of Norbury's great citadel?"

Aranarth moaned again, and Mirwen bowed her head and put a hand on his brow. "All is flame," she said in a voice calm yet laden with sorrow. "It burns him worse then any poison." She looked up and gazed off past the circle of faces around her. "All is flame. The citadel. The palace. His brothers have fallen with the gates of the city of the Dúnedain."

"Fornost is burning."

1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story never short of adventure. They help create a wondrous land and its tales.

This series of *Realm* modules is designed as a tool for Gamemasters (GMs) who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The modules cover large territories joined by geopolitical or historical ties. Each has statistical information based on ICE's fantasy systems: *Middle-earth Role Playing (MERP), Rolemaster (RM),* and *Lord of the Rings Adventure Game (LOR).* The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

PROFESSOR TOLKIEN'S LEGACY

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien Legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given realm.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings,* although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

Theses abbreviations and terms are used throughout the series,

1.1.1 ABBREVIATIONS

GAME SYSTEMS

MERP.......*Middle-earth Role Playing*
RM...............*Rolemaster*
LOR..........*Lord of the Rings Adventure Game*

CHARACTER STATS

Ag.......Agility *(RM/MERP)*
Co.......Constitution *(RM/MERP)*
It(In). Intuition *(RM/MERP)*
Pr........Presence *(RM/MERP)*
St.........Strength *(RM/MERP)*
SD ......Self Discipline *(RM)*
Em ...... Empathy *(RM)*
Ig......... Intelligence *(MERP)*
Me....... Memory *(RM)*
Qu....... Quickness *(RM)*
Re .... Reasoning *(RM)*

GAME TERMS		MIDDLE-EARTH TERMS		*LotR*	*The Lord of the Rings*
AT	Armor Type	A	Adûnaic	M	Mablâd (Khuzdul)
Crit	Critical strike	Be	Bethteur (Silvan Elvish)	Ma	Mag
D	Die or Dice	BS	Black Speech	Mû	Mûmakani
DI00	Percentile Dice Result	Cir	Cirith or Certar	Or	Orkish (Orcish)
DB	Defensive Bonus	D	Dunael (Dunlending)	P	Pel
FRP	Fantasy Role Playing	Dr	Drel	Q	Quenya
bp	bronze piece(s)	Du	Daenael (Old Dunael)	R	Rohirric
cp	copper pieces(s)	E	Edain	Rh	Rhovanion
gp	gold piece(s)	El	Eldarin	S	Sindarin
ip	iron piece(s)	Es	Easterling	S.A.	Second Age
jp	jade piece(s)	I.A.	First Age	Se	Sederi
mp	mithril pieces(s)	FA	Fourth Age	Si	Silvan (Bethteut Avarin)
tp	tin pieces	Fu	Fuinar (Avarin)	Si	Silvan Elvish
GM	Gamemaster	H	Hobbitish (Westron variant)	T.A.	"Third Age
Lvl	Level (experience or spell level)	Har	Haradrim	Ta	Tantûraki
MA	Martial Arts	Hi	Hillman	Teng	Tengwar
Mod	Modifier or Modification	*Hob*	*The Hobbit*	Tk	Tuktani
NPC	Non-player Character	Ia	Iauradanil	Tu	Tumag
OB	Offensive Bonus	Kd	Kuduk (ancient Hobbitish)	U	Ûsakani
PC	Player Character	Kh	Khuzdul (Dwarvish)	V	Variag
PP	Power Points	Ki	Kirani (Avarin)	W	Westron (Common Speech)
R/Rad	Radius			Wm	Womaw
Rnd/Rd	Round (10 second period)			Wo	Wose (Drúedain)
RR	Resistance Roll				
Stat	Statistic or Characteristic				

1.1.2 DEFINITIONS

A few important concepts are detailed below. The majority of unique terms from *The Hobbit* and *The Lard of the Rings* are described in the text.

Ainur—(Q. "Holy Spirits," sing. Ainu) The divine servants of Eru, born of Eru's thought. The Valar and the Maiar are the Ainur who reside in Arda. They take on a Fana, a physical body, in order to do this.

Angmar—(S. "Iron Home") Angmar was founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglir"), in the high plateau of northeastern Eriador. Between T.A. 1301 and 1974, Angmar wars on Arthedain, Cardolan, and Rhudaur, the three Dúnadan successor states to old Arnor.

Annúminas—*(S.* "Tower of the West"; lit. "Sunset Tower") Elendil the Tall, first King of Arnor and Gondor, built Annúminas on the hills beside the southern shore of Lake Evendim (S. "Nenuial") between S.A. 3320 and 3325. The city formally became the capital of Arnor after the completion of the royal palace in S.A. 3396. After the sundering of Arnor, Annúminas was the titular capital of Arthedain from T.A. 861-1409, although the kings and court spent more and more of their time in Fornost Erain. Annúminas was sacked and destroyed by the armies of the Witch-king in T.A. 1409.

Arda—The physical world, which includes both Middle-earth and the Undying Lands. In the First and Second Ages it is flat and circular; in the Third and Fourth Ages it is a sphere, and the Undying Lands have been separated, so a ship departing from Middle-earth must travel non-physical paths to reach them.

Arnor—(S. "Land of the King" or "Royal Land") Encompassing most of Eriador, Arnor is the northernmost of the two "Realms in Exile." It constitutes the North Kingdom, while Gondor, its sister land, is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Akallabêth, the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A, 861, Arnor splits into three successor states—Arthedain, Cardolan, and Rhudaur.

Arthedain—(S. "Realm of the Edain") Originally the northwestern portion of Arnor, the lands first settled and ruled by the Faithful of Númenor, Arthedain is independent after T.A. 861. It survives as a Dúnadan realm until overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the Northern Kingdom of Arnor passes into oblivion, Arthedain (sing. "Arthadan") is also a name given to the inhabitants of this realm; either the people as a whole, both noble and common, or just to the ruling Dúnadan.

Baranduin—(S. "Long Gold-brown River"; W. "Brandywine") A great stream fed by Lake Evendim in Arthedain, the Baranduin winds across west-central Eriador and empties into the Belegaer north of the Rast Vorn (S. "Dark Cape") in Minhiriath. In the Second Age the Baranduin is the eastern frontier of the Kingdom of Lindon, and in the Third Age the lower Baranduin forms part of the borders of Arthedain and Cardolan. Its principal downstream crossings are at Sarn Ford near its southern end and the Bridge of Stonebows farther north.

Barrow-downs—(S. "Tyrn Gorthad") An ancient burial ground, the Barrow-downs constitute the oldest and most revered of Adan gravesites. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan, south of Bree and east of the Taur Iaur.

Beffraen—A relatively primitive folk found in western Minhiriath, the Beffraen are relatives of the Drúedain, or Woses, of the Drúwaith Iaur (S. "Old Pûkel-land").

Belegaer—(S. "Great Sea") Also called the Sundering Sea. The ocean to the west of Middle-earth, formerly separating it from the Undying Lands and the island of Númenor.

Beleriand—(S. "Great Country") The sub-continent to the west of the Blue Mountains in the Elder days, and the homeland of Sinda Elvish civilization. It was destroyed in the War of Wrath that ended the First Age, The land of Lindon is a remnant of it.

Cardolan—(S. "Red-hill Land" or "Land of Red Hills") The southernmost part of Arnor, Cardolan is a separate Dúnadan kingdom from T.A. 861 until T.A. 1409. Cardolan is the most densely populated area of old Arnor and contains sizable populations of Dunlendings, Eriadoran commoners, Northmen, and Dúnedain, as well as scattered groups of Beffraen and Drúedain. Its last Ruling King perishes while fighting the Witch-king's hordes in the Barrow-downs. Under weak but continuous Angmarean pressure thereafter, Cardolani society decays and the realm collapses into chaos. It is gradually depopulated after the Great Plague.
The trade center of Tharbad on the middle Gwathló is Cardolans chief city. Sudúri, farther down river, is the only large town in Cardolan after Tharbad falls into ruin in the late Third Age.

Demons—Fallen Maiar, some found in Middle-earth in enchanted locations, others summoned there from beyond the Walls of the World by evil spellcasters for unpleasant purposes.

Dúnedain—(S. "Edain of the West"; sing. Dúnadan) This term refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. Adûnaic is their native language. These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. They eventually returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319.

Those Dúnedain called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they founded the "Realms in Exile," the kingdoms *of* Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. There are several other Dúnadan realms in Endor, and many "Unfaithful" (or "Black Númenórean") groups survive as well, living in colonies in southern and eastern Middle-earth and in independent states such as Umbar.

Dunlendings—(Dn. "Daen Lintis") Also called "Dunmen." The Dunlendings are descendants of the Daen Coentis, a rugged race of men who, in the Second Age, lived primarily in the White Mountains. In the early Third Age many of these folk migrated into Eriador. Their largest concentration is in Dunland (or Dunfearan), in eastern Enedhwaith, where they live under their own chiefs, independent of the Dúnadan kingdoms.
Mostly mountain-dwellers or hill-loving herders, they are known by various names—Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc. The Dunlendings are only a part of the racial family generally referred to as "Dunael" or "Daen." Elements of this race migrated into Eriador periodically beginning in the First Age, becoming the ancestors of the Bree-landers and Hillmen, among others. Common usage tends to refer to all of the Daen who still keep even a small part of their traditional culture as "Dunlendings," regardless of how distant they are in time and distance from Dunland itself.

Endor—Sindarin name for the continent called Middle-earth by Men. Middle-earth is also used by some as a title for all of the mortal lands of Arda, including the mysterious continents east and south of Endor.

Ents—(S. "Onod"; pl. Onodrim or Enyd) The Treeherds of Middle-earth, Faerie creatures of a most ancient and powerful sort; they have sufficient numbers and independence of will to consider themselves a separate race of the Free Peoples, and occasionally ally themselves with Elves or mortals. Driven out of Eriador by human settlement and clearing of land, they are found mainly in Fangorn Forest in the Third Age. The Huorns, animate, sentient, man-hating trees found in dark places in the forests of Eriador, are sometimes mistaken for Ents. This is ironic, since the Treeherds, in the Elder Days, were able to control the Huorns and keep them from harming humankind.

Edain—(S. "The Second People"; sing. Adan) This Elvish term originally refers to all the races of Men, but it is eventually restricted to the descendants of the High Men who first befriend the Elves and join them in their war against Morgoth, the Black Enemy. These "Fathers of Men" are the ancestors of many groups in northwestern Middle-earth, notably the Dúnedain.

Eriador—(S. approx. "The Empty Lands") Eriador is a geographic region which includes all the territory north of the River Isen (S. "Sir Angren") and between the Blue Mountains *(S.* "Ered Luin") and the Misty Mountains. Its imprecise northern border lies along the highland ridge that runs westward from Carn Dûm in Angmar and reaches to the Ice Bay of Forochel, Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathló") and Swanfleet (S. "Glanduin") Most, however, hold it to be that area north of Gondor's traditional western border.

Eriador incorporates the lands of Minhiriath, Eregion, Cardolan, Rhudaur, and Arthedain, and for some also Dunland and Enedhwaith. "Eriadoran" is the common name for folk dwelling in Eriador, but the term has other meanings. In the Second Age, this name is used for the folk of the Gwathló basin in Eriador who are descended primarily from the ancient Edain who never went to Númenor at the end of the Elder Days. In the Third Age, it can be used for the Arthadan and Cardolani Commons, who are of Dúnedain, Daen, and ancient Eriadoran descent, or for the remnants of the Second Age population who sustain an independent culture in several locations in Arthedain and Cardolan. These remnant groups are also called "Northmen" or "Eriedain."

Faerië—Sindarin form of the Quenya "Fëahin," and the Westron "Faerie," as well as "Fairy" or "Fay." Lesser immortal spirits, lesser Maiar if they entered the world at its creation, simply Faerie if they were born in Arda. Most of the magical creatures found in Middle-earth are of this origin. If they speak, their language is typically the Sindarin they learned from the first Elves to walk the world or a variant *of* Westron or some other tongue they may have learned from Men. The Ents are the best-known examples of the Faerie races in legend, but Demons, pixies, elemental, and similar folk can also be of Fairykind. Men like to place any mysterious being in this category, and various sources will include Elves, Dwarves, and even Hobbits among the Faerie races.

Forodwaith—(S. "Folk of the Northern Lands") This term applies to the peoples of the Forochel (S. "Icy North"), the shore-lands edging the icy bay in north westernmost Endor. It is sometimes loosely interpreted as meaning the "Lands of the Northern Folk," which has led Men to use the label to describe the territory north of Eriador traditionally dubbed the "Northern Waste," The Lossoth are the chief group of Forodwaith.

Fornost Erain—(S. "Northern Fortress of the Kings") Also called the "Norbury of the Kings," Fornost originally serves as the refuge and summer retreat for the Kings of Arnor. Between T.A. 250 and 861 the court gradually shifts from the royal capital at Annúminas to Fornost. This fortified city becomes the capital of Arthedain when Arnor is split in T.A. 861. It is destroyed by the forces of the Witch-king in T.A. 1973, and the ruins become known to the locals as "Dead-man's Dike."

Greenway—(S. "Men Galen") An alternate name for the Old North Road between Fornost and Tharbad. The nickname originally referred to the hardwood trees planted along its length. After the fall of Cardolan and Arthedain, it is so named because of the grass that grows between its paving stones.

Gwathló—(S, "Gwathir" or "River of Shadow"; W. "Greyflood"; A. "Agathurush") The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel (Hoarwell) and Glanduin, it carries water south-westward into the Belegaer, The Gwathló separates Minhiriath from Enedhwaith (Enedwaith) and forms the long southeastern border of Cardolan. The ports of Tharbad, Sudúri, and Lond Daer are situated on its banks,

Lindon—(S. "Place of Music"; lit. "Lofty Song") Lindon is a coastal realm which encompasses all the Elvish lands west and east of the Blue Mountains. Lindon was originally the Quenya name for the First Age Silvan Elvish domain of Ossiriand. When Beleriand fell into the sea at the end of the First Age, only parts of Ossiriand remained above the waves. The surviving Elves of the west founded the Kingdom of Lindon here, under the rule of Gil-galad, last of the Noldo High Kings. In the late Second Age and throughout the Third Age, the Elvish population of Lindon dwindles as more and more Elves sail into the Uttermost West, and the boundaries of Lindon are drawn in.

After Gil-galad's death Lindon *is no* longer a Kingdom, but the population recognizes Cirdan the Shipwright as their ruler. Lindon is divided by the Gulf of Lhûn into two parts, Forlindon (S. "North Lindon") and Harlindon (S. "South Lindon") The Grey Havens (S. "Mithlond") where Cirdan dwells lie on the gulf and serve as the customary center of the realm.

Lond Daer—(S. "Great Haven") Founded as Vinyalondë (Q. "New Haven") by Tar-Aldarion of Númenor in S.A. 777, Lond Daer was a great haven for the seafarers of Westernesse. Its location between the ports of Lindon and the harbor at Edhellond (near Dol Amroth) gave birth to its other name—Lond Daer Enedh (S. "Great Middle Haven")

Lossoth—(S. "Snow Host"; sing. Lossadan) The so-called "Snowmen" are a poor, primitive, nomadic folk who roam the sparsely settled ice plains north of Eriador and Angmar. They live on big game and whatever they can wrest from the rich, cold Ice Bay of Forochel.

Magic—(S. "Aetur"; Q. "Eätúrë") Also "Power" or "Essence." That fluid portion of the substance of the universe subject to the direct manipulation of the will. The term "magic" describes both a power and the use of such power, whether by a Noldo lord summoning a storm from the sky or a Hobbit midwife singing a Rhyme of Peaceful Sleep over a newborn. The word itself is Westron, with mysterious connotations, for most Men have little knowledge or use of magic. The Elves tend to use the two synonyms noted, accepting the use of power as a normal part of their lives. Magical knowledge and usage declines in Middle-earth slowly throughout the Third Age, in part because of subtle changes in natural law, in part because the Dark Lord maintains a deliberate policy of subverting or hindering any user of power who is not under his control.

Maiar—(sing. Maia) The lesser Ainur who entered the World originally as servants of the Valar. They include the traditional Maiar like Bombadil and fallen Maiar like Sauron. In addition to these powerful beings, there exist many Fëahini, or lesser Maiar, the fairy creatures of Hobbit and mannish folklore,

Metraith—(S. "Streetsend") Metraith is a strategically-located town in central Cardolan. It stands at the crossroads of the Greenway and the Redway. Thalion, the traditional royal hold of Cardolan, is just south of Metraith, and the town is also known by that name.

Minhiriath—(S. "Between the Rivers") The region of Eriador located between the rivers Gwathló and Baranduin, Minhiriath forms the southwestern half of Cardolan.

Mitheithel—(S. "Pale-grey Spring" or "Grey Spring"; W. "Hoarwell") The relatively narrow, swift-moving stream that rises in the Misty Mountains near the junction between the Ettenmoors and the Coidfells of Eriador. Cutting through Rhudaur, the Mitheithel slows and widens after its confluence with the Bruinen (Loudwater). It joins the Glanduin in the marshes of Swanfleet, giving birth to the Gwathló, the wide, slow-moving river that is the largest in southern Eriador.

Northmen—Also Eriedain or Nenedain. One of the four primary racial groupings of Men in Endor west of the Sea of Rhûn. The others are the Dúnedain, Drúedain, Daen, and the common folk—a mixture of the four older races. The Northmen are descended primarily from the ancient Edain, one of whose clans were fair-haired; they are the only racial grouping in Middle-earth with a large percentage of blonde-haired clans and individuals. Originally the basal population of southern Eriador at the end of the Elder Days, they spread out across Eriador and over the Misty Mountains in the Second and Third Ages. Some of their eastern groups return to Eriador after T.A. 1000 as mercenaries, and are often confused with the local Eriedain.

Old Forest—(S. "Taur Iaur") The Old Forest lies in the northwestern corner of Cardolan, between the Barrow-downs (S. "Tyrn Gorthad") and the river Baranduin. The home of Tom Bombadil, it is a remnant of the ancient wood, the Taur Druinod, that once covered much of northwestern Endor.

Redway—(S. "Men Ceren") The Redway is named for the reddish paving stones that cover its surface. Beginning at the Sarn Ford on the Baranduin, it runs southeastward across western Cardolan and joins the Old North Road (Greenway) at Metraith (Thalion).

Rhovanion—(S. "Wilderland"; lit. "Wild Place") Traditionally, this region includes all the land south of the Grey Mountains (S. "Ered Mithrin") and north of Mordor, between the Misty Mountains and the Redwater. The area includes Mirkwood and the northern Anduin river valley.

Rhudaur—(S. "East Wood;" D. "Place of Roaring Red-gold"") Easternmost of the three sections of Arnor, Rhudaur is the wildest, most rugged, and least populated region in the North Kingdom. When Arnor is sundered in T.A. 861, Rhudaur becomes an independent realm. It is a culturally diverse and politically volatile territory with a relatively small Dúnadan population. Hillmen (Hi. "Ne Dreubhan") and later, migrating Dunlendings, form the majority of its populace. Its sparse Dúnadan aristocracy loses control of the kingdom in T.A. 1349; in the following year Rhudaur goes to war with Cardolan and Arthedain. Rhudaur is

subject to the Witch-king of Angmar for the last sixty years of its existence as a distinct state, until T.A. 1409. Thereafter Kings of Rhudaur are Angmarean puppets, ruling only the area around the capital at Cameth Brin.

Shire—(H. "Suza") Located in southwestern Arthedain and formerly part of the old Elvish tribal domain of Siragalë, the Shire is a fertile, well-watered province covering over 18,000 square miles. In T.A. 1601, King Argeleb II grants the region to the Hobbits (H. "Kuduk"), led by the brothers Blanco and Marcho of the Fallohide tribe. Within thirty years, the majority of all three tribes of Hobbits migrate into the Shire, where they set up their own semi-autonomous society. The Shire survives the downfall of Arthedain in T.A. 1974. Note that the adjacent Hobbit settlement of "Buckland" is actually founded in territory that was once northwestern Cardolan and is not officially integrated into the Shire until early in the Fourth Age.

Sindarin—The most important Elvish language of western Middle-earth. Originally the language of the Grey-elves of Beleriand in the Elder Days, in the Second Age it becomes the common tongue of all of the Elves living west of the Sea of Rhûn and north of the Haradwaith. The Edain of the First Age and the Dúnedain and common Men of the Second Age used it as a language of lore, diplomacy, and trade. In the Third Age, the language called Westron supplanted Sindarin as the common tongue of western Endor, but its old dominance is marked by the universality of Sindarin place names over a wide stretch of Middle-earth.

Throughout this text, most geographical names will either be Sindarin, or have a Sindarin equivalent, used by the Elves and the learned.

Siragale—ancient Elvish province of the Kingdom of Arnor. It is losing its Silvan Elvish population all through the Third Age, leaving room in 1601 for Hobbit settlement and the founding of the Shire.

Sudúri—Port town on the lower Gwathló, upstream from the ruins of Lond Daer. Founded as "Lond Gwathló" in the early Second Age, then "Mistalondë" until 1509 T.A. After the fall of Cardolan, Sudúri becomes the principal town in the Kingdom of (the) Saralainn.

Tharbad—(S. "Crossing-way") The fortified river-port that straddles the river Gwathló at the point where the Old North Road meets the Old South Road. Founded by the Númenóreans in the Second Age, it is the principal city in Cardolan and a trade and communications center for all of Arnor.

Westron—The common tongue of western Endor, derived from the Adûnaic language of the men of Númenor and modified by long contact with the speech of Elvish, Eriadoran, and Daen peoples.

Undying Lands—In the Elder Days, this name was given to the continent of Aman and its adjoining islands west of Endor over the Sundering Sea, inhabited by the immortal Valar and those of the Elves who "passed into the West." Valinor is the name of the inhabited realm on the eastern side of Aman. Tol Eresseä is a large island near to the shores of Aman, inhabited by Teler Elves; it is, traditionally, the first land sighted by ships sailing to the Undying Lands. After the fall of Númenor in the Second Age the Undying Lands are removed from the "sphere of the world." Only ships that can "sail the straight path," which usually requires the permission of the Valar, can leave the surface of Arda and reach Aman.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things.

Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative case.

(Note Section 1.3.2 for a handy conversion chart,) Player character and non-player character stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM should feel free to incorporate his or her ideas into his or her own game.

The following steps might be helpful when beginning to explore the realm here described:

1) Read the entire module to get a flavorful idea of the realm;
2) Reread the sections devoted to note for the Gamemaster and converting statistics for your game;
3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the portions of text devoted to this realm "at other times." In fact, these sections will give the GM an understanding of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;

4) Assemble any source materials you find necessary;
5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material is given in terms of percentages and is intended to provide the reader with a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be possible; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

1.3.1 CONVERTING HITS AND BONUSES

When converting percentile values to a 1-20 system, a simple rule is: every +5 on a D100 results in a +1 on a D20.

The concussion hit numbers found in this supplement represent general pain and system shock. They indicate bruises and small cuts rather than serious wounds. Critical strike damage is used to describe serious injuries and fatal blows. The hit figures are thus less important than those used in game systems where death occurs as a result of exceeding a character's available hits.

Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons & Dragons®*, simply double the number of hits your characters take, or halve the hit values found in this module.

1.3.2 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures more suitable for non-percentile systems.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+ 10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

1.3.3 CONVERTING STATS

Specific stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic given in this module;
2) If your rules use fewer stats, average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity=an average of quickness + agility);
3) Should your guidelines utilize more stats to describe a character, use the value provided for more than one corresponding characteristic (e.g., use the value assigned to constitution for both endurance and durability).

The following text lists some examples of equivalent stat terms.

STRENGTH: *power, might, force, stamina, endurance, condition, physique, etc, Note that the vast majority include strength as an attribute.*

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, littleness, etc.*

QUICKNESS: *dexterity, speed, reaction ability, readiness, etc.*

CONSTITUTION: *health, stamina, endurance, physical resistance, physique, damage resistance, disease immunity, etc.*

SELF DISCIPLINE: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*

EMPATHY: *emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.*

REASONING: *intelligence, learning ability, study ability, analysis capability, mental quickness, logic, deductive capacity,* wit, *judgement, IQ, etc.*

MEMORY: *intelligence, wisdom, information storage capacity, mental capacity, recall, retention, recognition, etc.*

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perceptivity, presentiment, etc.*

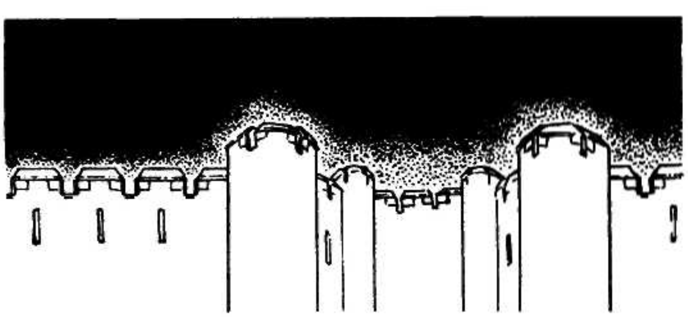
PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, impact on others, ability to be noticed, etc.*

4) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary.

1.3.4 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or the *Rolemaster Arms Law & Claw Law.* The following guidelines will aid conversion.

1) **Strength and Quickness bonuses** have been determined according to the table in Section 1.3.2. Note the stats you are using and compute these bonuses using the rules under your system;
2) **Combat adds based on level** included here are: +3/level for Warriors, Fighters, and Rogues; +2/level for Scouts, Thieves, and Warrior Monks; and +1/level for Bards, Monks, and Rangers. Simply take the level of the character, note his or her character class or profession (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that bonuses other than those mentioned under armor type are "offensive" adds.
3) **If your system is based on Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the number to a non-percentile value. Alternatively, you may wish to note Section 1.3.7.



4) **Armor Types** (AT) are based on the following:

AT	*Covering Description*
1	*Skin (or light/normal clothing)*
2	*Robes*
3	*Light Hide (as part of body, not armor)*
4	*Heavy Hide (as part of body, not armor)*
5	*Leather Jerkin (pliable leather)*
6	*Leather Coat*
7	*Reinforced Leather Coat*
8	*Reinforced Full-Length Leather Coat*
9	*Leather Breastplate*
10	*Leather Breastplate and Greaves*
11	*Half-Hide Plate (as part of body, not armor)*
12	*Full-Hide Plate (as part of body, not armor)*
13	*Chain Shirt*
14	*Chain Shirt and Greaves*
15	*Full Chain*
16	*Chain Hauberk*
17	*Metal Breastplate*
18	*Metal Breastplate and Greaves*
19	*Half Plate*
20	*Full Plate*

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system.

5) **Defensive bonuses** are based on the NPC's quickness bonus as computed on the table in Section 1.3.2. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magical normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

1.3.5 CONVERTING SPELLS AND SPELL LISTS

Spell references provided are in the form of "lists," groupings of related spells. Each list has a common theme and normally have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level results in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could cast these spells would be determined by the GM, the system, and the caster's level or degree of skill.

FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, require that player characters or NPCs learn only one spell at a time, often with no requirement that its subject matter or effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts can be done with relative ease using the following guidelines.

1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire oriented spells);
2) Note the NPC's level and determine the number of spells or spell groupings he or she would have under your game system. Also consider the level of power of accessible spells the NPC would possess (e.g., a 5th level magician under your rules might have a maximum of 8 spells—two 3rd level spells, three 2nd level spells, and three 1st level spells);
3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

I.3.6 A NOTE ON LEVELS

When using certain systems, a GM may find that the levels provided make characters too powerful for his world. If this is the case, multiply the levels given by .75 or .6. This would reduce a 20th level character to a 15th or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

I.3.7 SKILL BONUSES

General skill bonuses can be obtained by taking the level of a character and calculating the appropriate bonus under the system used. An NPC's add, as noted above, will be based on a compilation of level, weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: a) *where the skill level is zero, the bonus is -25, a reflection of basic unfamiliarity; b) a bonus of +5 is awarded for skill level one (a +30 increase); c) for each skill level between one and ten, an additional +5 bonus is applied; d) for skill levels eleven through twenty, the additional bonus is +2 (eg., skill level nineteen yields +68); e) for skill levels twenty-one through thirty, an additional bonus of + 1 per level is awarded (eg., skill level twenty-eight yields + 75); and f) a bonus of +1/2 is given for each skill level above thirtieth level*

I.3.8 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a character's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., *Rolemaster)* or an additional subtraction or modification to the attempt dice roll.

In any case, rhe terms are descriptive and will help the GM determine whether the trap or lock is above average difficulty, and how tricky it is relative to other devices and the character's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70).

Poor lighting, the character's physical condition, nearby activity, etc. may affect the lock/trap modification number. Thus a trap might read "Very Hard (-50)," indicating that it is normally a "-20" construct, but other factors (e.g., darkness) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism. This explains why it differs from another well-lit trap which reads "Sheer Folly (-50) to disarm." The "-50" associated with the "Very Hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normal attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success. Skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

I.3.9 STANDARD GAME TERMS

A number of ***MERP* and *RM*** game conventions are referred to in the text of this module.

Magical Weapons—In the *MERP* system, weapons have the potential to deliver a "primary critical" and sometimes a "secondary critical." These are separate die rolls; the second is two levels of effect lower than the first. (E.g., If the primary critical is an "E" crit, the secondary becomes a "C") A magical weapon will typically give a critical of equal severity, or one level less, or simply do a "secondary crit." The text describing the weapon will indicate which pertains. In any case, the same number rolled for the weapon criticals is also used for the magical critical.

There is also a convention of increasing quality of weapons; from non-magical weapons, to magical, to "mithril" weapons, to "Holy" weapons, and finally to "weapons of slaying". The higher the quality of weapon, the better the critical fable used for large and super-large creatures. Against small creatures, the better weapons will gain extra critical rolls.

Resistance Check—Also an "RR," or "Resistance Roll." In *RM,* the character must roll high on percentile dice to resist magic; the typical defensive item will have a bonus to add to this roll ("+5," "+10," etc.) In general, any defensive bonus will protect against elemental spells, although a shield will only work under certain circumstances. Only specific magical protections will also work against non-elemental (usually mental) attack spells. For creatures whose stats or magical defenses are not detailed, to use the full defensive bonus against elemental spells and half of it against mental attacks.

Spell Adder—Device that allows the wielder to cast one or more extra spells, of any level, each game day.

Spell Multiplier—A device that multiplies the number of power points available to the character; a "x2 multiplier," "x3," etc. The first of these could also be called a "spell doubler," the second a "tripler," and so on. Standard spell points in *MERP* are based on a personal stat and a level; the multiplier increases this number.

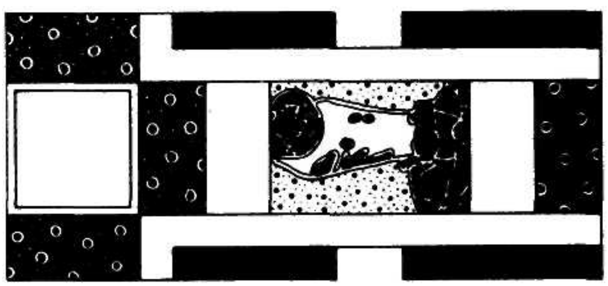
2.0 INTRODUCTION TO ARNOR IN TA 1643

"Sheep were bleating in flocks. Green walls and white walls rose. There were fortresses on the heights. Kings of little kingdoms fought together, and the young Sun shone like fire on the red metal of their new and greedy swords. There was victory and defeat; and lowers fell, fortresses were burned, and flames went up into the sky."

Tom Bombadil s Tales
from *The Red Book of Westmarch*

Cradled between the mighty Misty Mountains and the blue Ered Luin, bounded and protected by, to the north, barren tundra plains, and to the south, the mighty River Gwathló, Arnor appeared to be the perfect home for the Exiles of downfallen Númenor. Like ancient Númenor, the northern heartland of the kingdom was a cool, rocky, rugged land, little lent to farming on a grand scale, but ideal for contemplation, study, and worship. Free of Dragons, bitter winter weather, and the threat of invasion from any direction but the East, this Dúnadan kingdom seemed to be a realm destined to survive and dominate the Third Age, Settled by the wisest and highest of Men, it stood supported by the Elves of Lindon and Rivendell and by powerful kinsmen in Gondor to the south. Palantíri and fleet messengers on horseback effectively linked the Dúnadan kingdoms.

Human folly and the plots of a deathless evil have undone this dream. Arnor is no more; divided into the three kingdoms of Arthedain, Cardolan, and Rhudaur, the Dúnedain of the North spent their strength in foolish, petty wars, and while corruption and ambition sapped their strength, enemies gathered on their frontiers.



2.1 ARTHEDAIN

Built around the windswept, rugged heartland of old Arnor, the Kingdom of Arthedain alone seems to maintain the ascetic traditions of the Faithful along with some hope of bringing peace and the old dreams back to the north.

Look to the east, however, and one finds Angmar, the small but rapacious realm of the Witch-king, poised at the icy doorstep to Arthedain. Having swallowed up Rhudaur and ruined Cardolan centuries ago, Angmar stands armed and ready to attack again and again, until the Witch-king's evil will *is* carried out or he is destroyed.

However sheltered by rivers and mountains and protected by the frigid Forodwaith to the north, Arthedain has its weaknesses, chief among them its small population and distinctly unmartial tradition. On Númenor, free of the grasp of foes and tyrants, these Dúnedain developed a High-elven attitude and contemplative lifestyle that served them well. But transplanted to Middle-earth, where the practice of the political art more often than not involves warfare and treachery, the tradition of the peaceful pursuit of knowledge and wisdom almost led to the demise of the Arthadan people. Unaccustomed to the insatiable lust for blood, territory and revenge that exemplifies the Witch-king's deepest desires, their realm was nearly overrun by great numbers of barbarians centuries ago. If not for the aid of Cirdan and the other Elves, Arthedain would have fallen to Angmar in 1409 and taken its weaker sister-state, Cardolan, with it.

Hardly defenseless, Arthedain has its weapons—the Palantíri, magical seeing stones of immense power, one of them linked to an answering stone in distant Gondor; courageous leaders and soldiers, toughened by battles with the Orcs and mercenaries of Angmar; the seers of Fornost, far-seeing and matchless in magical lore; and most important of all, an unbroken line of mighty rulers, descendants of Beren and Lúthien, Elendil and Isildur, fell-handed in war and trained all their long lives in the duties of Kings. The Arthadan people are united in their struggle against the forces of Darkness, but they lack the means to muster the vast numbers of soldiers needed to defend their homeland from a massive invasion and an enemy cruel enough to make war for centuries on end.

In Arthedain, the adventurer will find streams and rivers to fish and travel, herds of big game to hunt, and a rocky, hilly land open to settlement or wandering. The more aesthetic or political-minded may journey to Fornost, where the Royal Court of the Dúnedain of the North meets in secret to discuss and debate matters of state. Also inside the high and well-guarded walls of the Arthadan capital, scholars continue their research into the sciences and record the history happening around them. Those looking to farm the rich soil of southern Arthedain must ask permission of the Hobbits, who now live in and rule that part of the kingdom under the protection of King Argeleb II. For drink and rest, Bree is close; there, tavernkeepers serve ale and roast fowl to all Men with coin, no matter their loyalties or mission. But those lacking a stout heart, a love of risk, or the desire to face unearthly terror had best steer clear of Cardolans Barrow-downs, for undead Wights have claimed that foggy, misty upland as their own, and they brook no intruders.

A kingdom of contrasts, a land dominated in spirit by the highest of Men yet home to the hearth-loving Hobbits and the reckless Rivermen of the Brandywine, a realm whose borders are crawling with spies and agents and with mysterious strangers visiting the inns of Bree—this is the land of Arthedain, the bewildering and embattled North Kingdom.

2.2 CARDOLAN

Even as the Third Age drew to a close, many of the favorite tales spun in the cozy inns of the Shire revolved around the old Kings at Norbury away to the north. Only those Hobbits with a most peculiar interest in ancient lore, such as certain Bagginses, would recall that there once had been another Dúnadan King no farther away to the south. That yarn would have been laughed away, for in the wide lands between the Brandywine and the Grey flood there now lived only a *few* lonely men, outcast or crazed. All that now remained of the efforts and accomplishments of generations of Men were the Wight-infested crypts in the Barrow-downs and the treacherous ruins of a great bridge at Tharbad. Even the Wise had consigned Cardolan to dusty and forgotten tomes. Only Tom Bombadil remembered, and the land itself.

In T.A. 1643, as Arthedain fights its long, grim, death struggle with Angmar, Cardolan is dying and the nightmare of its final dissolution is even now haunting the dreams of the wise. Siege, civil strife, fire, plague, and flood have seriously diminished the great city of Tharbad from its days of glory. Cardolan itself is divided into a half-dozen petty principalities, some of them without princes or any other sign of government. It seemed in the early part of this century that Cardolan might recover from the ravages of Angmar and its own chronic ills of petty intrigue and warfare. These hopes were dashed when Argil, now called the Last Prince, was assassinated at Amon Sûl in T.A. 1634, and by the Great Plague that struck in the following year. The spirit of the peoples of Cardolan was broken; they now possess little will to oppose the decline of the land into chaos and wilderness, as has already occurred in the eastern marches.



Life is hard and unforgiving for the majority of the peoples of Cardolan. For those with ambitions, or a strong sword arm, or a lack of scruples, it is also a time of considerable opportunity. The Princes of Cardolan are almost always at war with at least one of their fellows or, if not, they are in league against foreign intervention. Only the elite mercenary bands are picky about references, a luxury that merchants and minor lords cannot afford.

Shepherd on the hills of Cardolan

Sell-swords are noted for low pay and a high mortality rate, so many adventurers are drawn into the constant political intrigues, or into the exploration and plundering of the ruins that dot the land. The more powerful may entertain lofty dreams; for there is the example of Gordaigh Trollbane, who won himself a Kingdom. There are also considerable opportunities for those who temper their quest for glory with higher purposes. The Witch-king maintains many agents in Cardolan, and the foul Lord of Angmar has generally been able to strike at will. Even now, the people might rally around some new leader with guile enough to outwit the Princes and strength enough to drive back the servants of Darkness.

2.3 RHUDAUR

The plight of Rhudaur reveals the fate the Witch-king has in store for the rest of sundered Arnor. The few traders and adventurers who dare tread its worn, grass-grown roads are never quite free of a sense of surrounding danger. Trolls, emboldened by the Witch-king's successes, openly stalk the land by night, and the Orcs and corrupted men who inhabitant this twisted shadow of a country are as likely to murder a traveler as to offer to buy and sell. From the shade of the tumbled woodlands the Hillmen watch, brooding, bitter enemies of all outsiders, and deeper in the forest lurk evils so primal their hatred is felt in passing by all of flesh and blood.

Settled by Dúnadan adventurers well after the rest of Arnor was tamed, Rhudaur was never fully subdued; the destruction of the kingdom three hundred years ago was regretted by few of the common citizens, and the evil ones who took advantage of the dividing of Arnor saw it as the first of many victories. Those dreams have been frustrated so far, but Rhudaur remains the tormented ghost of a nation.

Travelers who take the Great East Road to Rivendell and beyond must keep both weapons and wits about them. To the south of the road, in the Angle, the last impoverished remnant of the ancient rulers still maintain some semblance of order; but to the north, in the Trollshaws and the Coldfells beyond, the puppets of Angmar rule, and a man's sword is the only law that counts. In the Trollshaws themselves, the Hillmen must decide if they will trade you horn and hides for goods, or simply rob you and sell you to the slave-merchants. In the far north, around the ancient Rhudauran capital of Cameth Brin, Orcs, Hillmen, mercenaries, and brigands walk the roads and streets freely, and the King in the tower on the Twisted Hill cares little about who is murdered and how. Spies from all sides in the wars can be found here; information and honor are bartered as freely as any other commodity, cheaper than most, in fact.

In Rhudaur, opportunities come with their own dangers, and anyone with nerve and skill can become a hero. One need only pick the side that most needs a hero, or that will pay the most for one.

Orcs of Cameth Brin



3.0 HISTORY

GM Note: *The history given in this module, represents, by Middle-earth standards, the sum of the knowledge of many realms and many scholars. It is presented primarily for the benefit of the Gamemaster, to provide backdrops and clues for adventure and the general texture of Arnor and its context for a campaign. It is the Gamemaster's responsibility to choose how much of the history is to be made available to the players, depending on their characters' interests and background and the needs of proper storytelling. Remember that Aragorn himself had only a passing knowledge of places and past events in the Trollshaws of Rhudaur; even Gandalf, an eyewitness to some of this history, bad to sit and rummage through the attics of his mind for long minutes trying to sort out the single word needed to open an ancient door.*

3.1 ERIADOR IN ANCIENT TIMES

The tale of lost Arnor has its roots in the land and in events thousands of years past. Before Arnor there was Eriador, the "Empty Land." The Elves named it as one of the lands where none of their kindred settled. So long as the Elder Days lasted Eriador was fated to be a marginal place, on the edge of history.

The bounds of ancient Eriador were marked by mountains and sea. On the north, the Ered Engrin (S. "Iron Mountains") formed the northern wall of the habitable part of Endor, the continent that is the largest and most populated in Middle-earth; to the east were the Hithaeglir (S. "Towers of Mist"), and to the west the Ered Luin (S. "Blue Mountains"). The land between these ranges was drained by two great river systems, changed since that time, but known even then as the Baranduin (S. "Long Golden-Brown River") and the Gwathló (S. "River of Shadow"). Both ran south and westward, from the mountains, through highlands and hills, across a vast coastal plain and eventually into Belegaer, the Sundering Sea.

The northern edge of Eriador was cold and barren, troubled by creatures of Morgoth that came down from the Iron Mountains. The central and southern parts were a vast forest, the Taur Druinod, (S. "Wild-Giant Wood"). Beyond the Blue Mountains lay Beleriand, the westernmost edge of Middle-earth. To the east, past the Misty Mountains, lay the mighty River Anduin, and then forests and plains stretching into the uttermost East.

THE FIRST INHABITANTS

In the most ancient of days many beasts and monsters, today known only in legend, wandered the forests and plains of Eriador. The land itself lay in eternal twilight, lit only by the stars. The Valar, the powerful spirits who had aided Eru in the creation of the world, dwelt in Valinor in the farthest West, beyond the Sundering Sea. The two lamps that lit the world upon its first creation had been destroyed by the Vala called Melkor, or Morgoth, the Dark Enemy. He still dwelt in Middle-earth, in Utumno, a hideous underground fortress in the far north of Endor beyond the Iron Mountains.

Without light, many of the Kelvar and Olvar, the animals and plants that had been created to dwell in Endor, could not survive. Yavanna, the Vala most concerned with living things, placed many at rest in hidden places, while Oromë, the Huntsman of the Valar, stalked the creatures of Morgoth that threatened the remainder. Thus, this star-lit age was known as the Sleep of Yavanna, and Oromë, the only Vala to wander far in Middle-earth, was the first Vala to encounter the Elves.

The only sentient dwellers in Eriador were a number of Maiar, spirits of plant, animal, air, earth, fire, and water who had entered Endor from the Void beyond as servants of the Valar. Even more than their lords, the Maiar were bound to the cycles of time and nature set by Eru and the Valar since the Beginning. Indeed, many of these spirits, the lesser folk known as the Fëahini (Q. "Spirit Children") of whom the Ents were the most prominent, had no speech of their own. It had been the decision of Eru that free will, the most mysterious gift he would give to the world, would go to the speaking races born there; thus they would be known as the Free Peoples, and they would ultimately do more to determine the fate of the world then the Valar themselves.

THE COMING OF THE ELVES

The Elves arose, at the time appointed by Eru, in eastern Endor, After the Elves were discovered by Oromë, the Valar made war upon Melkor and imprisoned him. They then invited the Elves to join them in Valinor, and three kindreds of the Fair Folk made their way westward across Eriador to Beleriand and the shores of the sea. The Elves crossed the Hithaeglir by a northerly route, the Cirith Forn en Andrath (S. "High-climbing Pass") and traveled along the northern edge of the Eryn Druinod over the Ered Luin and thence into Beleriand. The trail they made, the Len Romen, lasted through the changes of the world and became a mighty road in later ages.

The first of the Kindreds, the Vanyar, never returned to Endor. The second, the Noldor, came back with the rising of the sun in a later age. The third Kindred, the Teleri, were sundered. Three times numbers of them broke off from the march westward to remain in Middle-earth. One part, the Nandor, turned south down the Anduin before reaching Eriador. Another, the Sindar, crossed Eriador and settled in Beleriand; the third made their homes on the coasts of Beleriand. These Elves, the Falathrim, were led by Cirdan the Shipwright, and he survived to witness much of the tale being told here.

These ancient Elves were curious about the world, and the Nandor and Sindar traveled back through Eriador on occasion, naming the plants and animals and teaching the Fëahini their first speech. From the mighty Onodrim, the Tree Shepherds, or Ents, and the Gondrim, or Stone Giants, down to the lowliest flower sprite, ail these creatures learned their languages from the Elves, and their friendship caused later races who knew little of the nature of magic to see them as allied and alike, immortal and dangerous.

The next of the Free Peoples to come into the land were the Dwarves, the children of Aulë. Asleep in hidden caverns since the world's beginning, they were awakened by Eru after the coming of the Elves and imbued with their own language and sentience. They entered Eriador through the central passes of the Hithaeglir, around the north side of the peak of Caradhras (S. "Redhorn,") and the Tribe of Durin settled there, under the mountains around the eastern end of that pass. Two other kindreds, those of Dwálin and Thrár, made their way across Eriador to settle on the eastern flanks of the Ered Luin. They founded, respectively, the cities of Belegost and Nogrod, and took an important part in the later Wars of Beleriand. The Len Caraug, the trail that stretched across Eriador connecting Belegost and Nogrod to the Pass of Caradhras, also became a famous road.

The Sleep of Yavanna was long and relatively peaceful under the stars. Life was slower, and change was rare. Those few beings who lived on from the Sleep of Yavanna into later ages described it as Oloránthë, the "Dreaming Time," and their memories of it are eternally distant and melancholy. Eventually, change came. Eriador was troubled by monsters created by Melkor before his imprisonment. Chief among these were the Orcs and Trolls; they were bred, it was later said, from an original stock of enslaved Elves, Giants, and Ents, The Sindar and Dwarves fought the monsters, building steel weapons and armor in their forges. The Nandor, scattered woodland dwellers without such skills, were harder pressed. A number of their clans migrated northwest into Eriador, founding the realm of Ossiriand in the woods on either side of the Ered Luin. The Sindar named these people the Laiquendi (S. "Late-comers ").

THE WARS OF BELERIAND

Soon after this came the great events described in the saga *Quenta Silmarillion.* Valinor had long been lit by Two Trees, made in the image of the two lamps thrown down in the beginning of the world. Melkor, released from his imprisonment, destroyed them, and then fled to Middle-earth. He also stole three great gems, the Silmarilli, from the Noldor. That entire kindred, naming him forever Morgoth, the Great Enemy, returned to Endor seeking vengeance. The Noldor also committed crimes in Valinor, and the Valar doomed them to remain in Middle-earth until all hope of their cause was lost. However, seeking to aid the Children of Earth and hinder Morgoth in the looming conflict, they took the last fruits of the Two Trees and created from them the Moon and the Sun.

With the rising of the sun, the Sleep of Yavanna ended, and all of the players in the great tragedy of the Elder Days came onto the stage. Morgoth, enraged and baffled by the new lights, was secure in his fortress on the northern edge of Beleriand. The Noldor entered Beleriand too, from the west, and assailed Morgoth. Animals and plants that had lain dormant since the fall of the lamps arose from sleep, and the natural balance of the world changed. Finally, Men, the Secondborn Children of Eru, awoke in the east of Middle-earth and began to spread across the continent. Of the Wars of Beleriand much more can be read in *The Silmarillicn.* The Elves, after long struggle, were defeated, and the refugees fleeing from their defeat scattered across Ossiriand and into Eriador, But their allies in the struggle were Dwarves and Men, and these became the inheritors of the Empty Land.

THE COMING OF MEN

The first Men to reach Eriador were of the people called the Drúedain, known in later ages as the Woses or Wild Men. They were small, unaggressive forest dwellers, building no permanent dwellings and possessed of a powerful affinity for woodland and natural magic. The Drúedain spread through the Taur Druinod early in the Age of the Sun.

One obscure band of the Drúedain became servants of Morgoth and the subjects of one of his experiments. Their descendants were known as the Beffraen, and after the First Age they were restricted to the lands between the Baranduin and the lower Gwathir.

The second wave of immigrants entered Eriador over the Cirith Hithaeglir, like the ancient Elves. These were the Edain, taller and longer limbed then the Drúedain, and more open to contact with other peoples. They settled across northern Eriador, just south of the alpine tundras of the foothills of the Iron Mountains. Their distinctive and lasting cultural artifacts were "barrows," earthen burial mounds. A portion of the downlands of central Eriador dotted with these barrows became a sacred place to them. Eventually most of the Edain crossed the Ered Luin into Beleriand, gaining immortal fame fighting alongside the Noldor and Sindar, and forming a friendship them that would last across several ages of the world.

The Arhûnedain arrived next; darker and more hirsute than the Edain, they lived on both sides of the Ered Luin and fought on both sides in the wars. Finally, the Mebion Bron, related to the Daen of the White Mountains, entered Eriador late in the First Age. They had little to do with the great conflict save to battle the wandering Orcs that troubled the north as Morgoth moved closer to victory.

The First Age ended with the War of Wrath, in which the Host of the Valar came to Beleriand and destroyed Angband. If the Sleep of Yavanna had been a dream for the inhabitants of Endor, the War of Wrath was a nightmare. The powers unleashed by both sides ripped apart the fabric of the world. Beleriand and the southern part of Eriador foundered and sank into the sea; the ice plateau of Helkanorë in the north did the same, and the Iron Mountains sagged and crumbled into a vast, blizzard-swept plain of rubble. The Ered Luin split apart, the River Lhûn changing course to pass through the gap; the Dwarves of Nogrod and Belegost perished with their cities. Elves, Men, and animals were maddened and threw

themselves into bottomless chasms that seemed to open directly into the Void. The survivors, chose who fought alongside the Valar and those who simply fought to survive the cataclysm, remembered little save the warping of reality and the unbearable light of the power of Valinor.

THE SECOND AGE

In the aftermath of the War of Wrath, scattered groups of Men, refugees from fallen Beleriand and survivors of the lesser destruction that had occurred east of the Blue Mountains, settled throughout Eriador wherever the shattered landscape allowed. They established farming and fishing villages and eventually little kingdoms. Their contact with the Elves and. Dwarves was restricted; the races were estranged, and in this age friendships would have to be remade again and again as need occurred.

The Noldor and Sindar were reduced by war and catastrophe to a fraction of their original numbers, and the Laiquendi, now almost always referred to as "Silvan Elves," were nearly as depleted. While some of the Elves migrated eastward or departed for the Undying Lands, others formed a new Kingdom of Lindon under Gil-galad, last heir to the High Kingship of the Noldor. The new King ruled tribal folk as far east as the River Baranduin, and the power and diplomacy of Gil-galad eventually extended a general peace, for Elves at least, across most of Eriador.

The balance of power among the Dwarves had also changed, as the fall of Nogrod and Belegost left Durin's Folk and their city of Khazad-dum as the only major Dwarven state in northwestern Middle-earth. The Kings of Durin's Folk established a network of roads, the "Men Naugrim," across Eriador and eastward, connecting the remaining Dwarven settlements in the Blue Mountains to the Iron Hills and the distant Sea of Rhûn. Such trade as there was in Eriador passed along these roads, and such wealth as was produced tended to flow towards Durin's City.

The Dwarves and Elves alone retained the knowledge of the working of steel and many other skills. The Men of Eriador, lacking their age old expertise in alchemy and functional magic, had to make their own way using natural methods. The various tribes and clans settled into homelands. The Beffraen, the Bronion, or Bree-men, and the Hillmen of Rhudaur all became distinct peoples. The balance of Eriador was a hodgepodge of petty states whose names are lost to later chroniclers, working in soil, leather, stone, tin and bronze, building a new culture. It was rough-hewn by Elvish standards, and no threat to Dwarven trade; Men remained minor players in Eriadoran history until the unforeseen return of a new power from across the Sundering Sea.

Gulf of Lhûn



3.2 NÚMENOR AND ARNOR

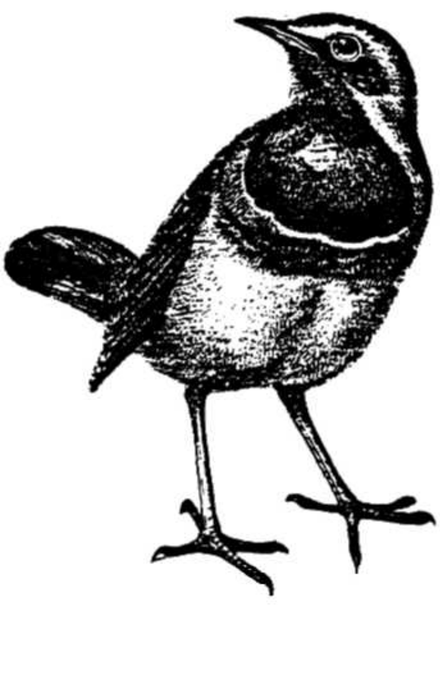
The Dúnedain (S. "Edain of the West") were descendants of the Edain of the First Age. It was they who, *early* in the Second Age, sailed west to the star-shaped Isle of Elenna (Q. "Starwards") to found the greatest and most spiritual of all mannish cultures. Greatly influenced by their Elven allies, the tall, dark-haired and beardless Dúnedain were granted the island-continent as a gift of thanks for their bold and bloody assistance to the Elves battling Morgoth, Sauron's most-evil First Age liege and mentor. These High Men called their new home Anadûnê, which was Númenor in Sindarin, and they became the storied Númenóreans.

Númenor (S. "West-land") was created by the Valar as a haven from the natural and supernatural ravages of Middle-earth; their intention was that the Dúnedain would live happily on the island forever, in brotherhood with the Elves on Eressëa. Upon the Men of Númenor the Valar placed but one restriction: never shall any Man sail west to the Undying Lands, home of the Immortals. Otherwise the Númenóreans were free to explore all lands that they might set sail for—to the North, South and East, including Endor.

THE NÚMENÓREANS

For almost two thousand years the Númenórean culture blossomed and flourished in unparalleled beauty and virtually unbroken peace and harmony. Fishermen tended their nets and shepherds their flocks; at the behest of the royal family, educated nobles wrote informative natural histories and geographies as well as numerous scholarly treatises on the arts and sciences. Astronomers plotted and studied the movement of the stars, both for the sheer pleasure of learning and to aid in navigation. Like the Elves, the Númenóreans cherished starlight and sea-travel. At night, under fragrant flowering trees and surrounded by sculpted herb and flower gardens bursting with bloom, poets accompanied by court musicians read their verses to the King and the gathered nobility. Strife, jealousy, feat—all seemed to vanish like mists burned off in the sparkling clear air of Númenor. Never before were Men so blessed with a kind and invigorating climate and a land where sea breezes never ceased, and rainfall was appreciable but moderate.

The kirinki of Númenor



Although Adûnaic was their birth-tongue, Númenóreans often spoke the Elvish tongues in deference to those of the Firstborn who instructed and inspired them; the official names of high places and important people—like the capital city and the King—were given in Quenya, High-elven. From the Elves, Númenor's Kings and healers learned the use of the magical healing herb athelas, and the love of all things beautiful. Scarlet kirinki birds sang their ethereal songs day and night, setting to music all that went on at court.

Yet the Númenórean people were not simply lovers of elegance and knowledge and the serene good life; on the Meneltarma (Q. "Pillar of Heaven"), the Hallowed Mountain in the center of the island, they regularly gathered to worship. After climbing a long and winding spiral road to the peak of the Meneltarma, the Númenóreans observed a silent litany. Until the coming of Sauron and his ascension to power around S.A. 3300, no temples stood to block one's view of the stars and the sky, no altars were built, no stones were piled into cairns.

Three times a year the King of Númenor joined his people—all wearing flowing white robes and garlanded with flowers—to make a pilgrimage up the Meneltarma to offer prayers. At the Erukyermë, on the first day of Spring, the King offered a prayer of hope for the coming year. In mid-Summer, at the Erulaitalë, and later, near the end of Autumn at the Eruhantalë, the King offered praise and thanks to Eru, the One, on behalf of his people, who stood silently surrounding him. At all other times the Hallowed Mountain was the site of unbroken silence; at the peak, the Witnesses of Manwë, two watchful Eagles whose eyrie rested nearby, stood as ever-vigilant guardians of Númenor—until the Downfall. From the zenith of the Meneltarma, a farsight ted Man could gaze west and on a clear night see the glowing light from the Isle of Eressëa, home of the High-elves and the only earthly state rivaling the beauty of Númenor itself.

THE ISLE OF NÚMENOR

The island-continent of Númenor, shaped like a five-pointed star, was just over 600 miles across at its widest point, a land of modest size. Its five peninsulas, the Tarmasundar, spread like the arms of a starfish, reaching out from the heights of the great central peak of the Meneltarma. Below the Meneltarma and spread out like a green carpet lay Noirinan, the Valley of the Tombs. Here, surrounded by verdant pastures where sheep roamed and cattle grazed, stood the vast stone burial vaults of the Kings and Queens of Númenor.



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BAY OF ANDUNIË
ANDUNIË
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ELDALONDË
NUNDUINË
MITTALMAR
MENELTARMA
ORROSTAR
ARANDOR
CALMINDON
TOL UINEN
BAY OF ROMENNA
NOIRINAN
ARMENELOS
ROMENNA
BAY OF ELDANNA
EMERIE
HYARNUSTAR
HYARROSTAR
NINDAMOS
N
NÚMENOR

Further east on the grasslands stood Armenelos, the elegant City of the Kings, in Númenor's most populous area. Its tall towers, *wide* avenues, and concentric white walls foreshadowed the smaller plan of Annúminas, the Arthadan capital later built by the faithful Elendil in the rocky highlands of Arnor. Above the splendor of the royal grounds of Armenelos, at the summit of the King's Tower, the pair of Great Eagles built their Eyrie. There the Eagles stood as living symbols of the Valar's blessing upon the Isle, and their presence bespoke of the power of the Dúnadan Kings. There also rested the seven Seeing-stones, the Palantíri, created long ago by Fëanor, the unexcelled Elven master-craftsman.

NÚMENÓREAN CULTURE

Enthusiastic and skilled gardeners, Númenóreans lovingly tended the trees, herbs, flowers, and vineyards native to the island and the special fragrant gifts of greenery given them by the Elves of Eressëa, including the mighty golden-blossomed Mallorn (Q. "Malinornë") trees, later transplanted to Middle-earth and sacred to Lothlórien.

The Númenóreans were also an athletic, hearty people and especially enjoyed traveling the island's unpaved lesser roads on horseback, pausing to dive from the rocks into the sea and race out and back to shore. Superb bowmen, they loved to hunt and fish with hollow steel composite bows, relying on the retrieval skills of their fine War-dogs. Archery competitions, like rowing and sailing meets, drew large and enthusiastic crowds; physical fitness was much admired and encouraged by the Númenórean culture as was mental acuity and a sense of mystical awareness.

As gifted mentally as they were physically active, Númenóreans commonly summoned their horses and dogs without calling aloud to them, a skill that would later prove useful on the battlefields of Middle-earth, Many practiced this telepathy openly when they traveled, lending credence to the sagas among lesser men touting the enchanted Dúnadan race. Along the same line, the Palantíri, while not often understood by later folk, proved potent tools in the hands of Númenor's skilled Mentalists and Seers. They were frequently used to communicate, manage royal affairs, or to plan for the future. Their ties to the Master-stone in the Tower of Avallonë on the nearby Elven isle of Eressëa bound the Númenóreans to their Firstborn brethren.

THE RISE OF NÚMENÓREAN MIGHT

The sea and the forests around the Númenóreans were also very important to them. Heavy cargoes of goods were shipped by sea; Númenor harbored three great ports, including Romenna, from whence the island's adventurous seamen set forth to sail the sometimes tempestuous sea to the shores of Middle-earth. Númenóreans treasured things built or carved of wood—especially their mighty and majestic sailing ships. By mid-Second Age, around 1600, they had devastated the island's forests, turning to Middle-earth as a source of timber, and the gold, silver, gems and mithril not found on Elenna. At first, Númenórean seafarers treated the lesser Men of Middle-earth kindly, if paternally, and instructed them in farming and other enterprises. But by S.A. 1600, greed—once as foreign to the Dúnadan character as envy or sloth—had overwhelmed the well-established Númenórean appreciation of beautiful things. The sailors of Númenor armed themselves and went forth brandishing the trappings of war. Where they once sent envoys to teach or colonists to build, they sent armies bearing bow and arrow, axe and spear, or sword and spell.

Over a long period of time—just as minute amounts of poison work to weaken a victim—Númenor changed into a hungry empire. Númenor's Kings, consumed by great pride, heeded the advice of vainglorious counselors and began to shun the Elves of Eressëa. Royal marriages were arranged solely to consolidate power. From about S.A. 2000 on, the Kings of Númenor refused to take Elven names or to surrender the Royal Scepter while still clear-headed and vigorous, as was the custom, and instead held on to their power until death took them. The royal line of Elros Half-elven, long a source of Númenórean strength, weakened dramatically; the Kings' lifespan, once five times that of other Men, now declined by half. Priceless heirlooms like the Elven-made Ring of Barahir and the seven Palantíri, thought to belong to all Númenóreans, were locked away and jealously guarded by the later Kings, The people became divided, and most abandoned the Sindarin tongue in favor of the harsher Adûnaic. After a time, those retaining a love and respect for the Elves and things Elvish shrouded their fondness for fear of reprisal. These dwindling few, called the Faithful by the Eldar, were the forefathers of the Dúnedain of Arnor.

THE DOWNFALL

Númenor's armies proved unstoppable when facing the cruder Men of Middle-earth, and for a time, even the hordes of the evil Lord of the Rings were swept aside. The Dark Lord surrendered in 3261 of the Second Age, speaking abased words of repentance. It was then that the conquering King Ar-Pharazôn ("The Golden") made the fatal mistake of bringing Sauron in chains to his court; at Armenelos. Soon the Evil One took on a fashionable and pleasant form and amused the King with his magic tricks and arcane knowledge. Within a few decades of his capture and over the heated protests of the Faithful, Sauron became the King's chief counselor. Altars were built upon the summit of the Meneltarma, and worse, those opposed to the King and the honey-tongued beguiler were sacrificed to false and evil gods. The Númenórean faith grew as tainted and artificial as the manners of the Royal Court. Near the end of the Second Age, Númenor's ruling class openly discussed breaking the Ban of the Valar and sailing west to the Undying Lands to seize by force the immortality they desired. So perverted was their thinking that they believed life everlasting could be wrested from the Elves and Valar, as though it were a jewel to be stolen and hidden away.

In S.A. 3319, despite the vehement objections of the Faithful, Ar-Pharazôn led a mighty fleet of warships against the Valar. It was the greatest host of ships ever assembled *by* Men, an armada which obscured the setting sun as it sailed eastward past the fair shores of Eressëa. Once ashore in the Undying Lands, the King and his warriors were buried by an unforgiving avalanche, Númenor—the pinnacle of Man's drive toward genuine civilization and symbol of his ascent toward High Elven ways—was swallowed up by the Great Sea in a tidal wave of awesome, wrathful force. Lost were all but a few precious remnants of Númenórean culture and a handful of her people; forever gone was their beloved and beautiful homeland and with it, the tomes and scrolls, the charts and graphs and maps and art works of a great civilization... irreplaceable treasures all, and all lost.

The Founding of the Realms in Exile

By the grace of the Valar, Elendil and nine ships of the Faithful escaped the tumultuous Downfall of Númenor and set sail for exile in Middle-earth. With them they bore but a few treasures, including a seedling of the sacred White Tree, symbol of the Valar, and the seven Palantíri granted the Dúnedain long ago. The Faithful arrived at the Grey Havens and split forces, Elendil sailing north up the River Lhûn to establish the Northern Realm-in-Exile, Arnor, while his sons Isildur and Anarion sailed south to the Bay of Belfalas and up the Anduin to found Gondor, the "Stone-land." Although the Dúnedain were spread thin, the establishment of two separate and distinct kingdoms bettered their chances of survival, for it is clear that the Men who went north with Elendil were fundamentally and temperamentally different from those who settled Gondor. Those of Arnor wanted to live in the hallowed lands of their Edain ancestors, near the ancient burial vaults at the Barrow-downs and the Elves of Lindon. The seafaring Gondorians were more adventurous, mercantile and martial in spirit than their northern brethren, looking early on to establish themselves as the dominant fighting and civilizing force in the region. Aggressive master-sailors, they sought a continuation of Númenor's colonizing tradition and quickly embarked on campaigns to expand their influence.

In Arnor the Exiles settled a few strategically important sites. They turned from war and looked instead to the essential power of places. Their Seers built towers on landlocked heights, where the land welcomed the moonlight and cool air of the northern skies. Holds like that atop Amon Sûl (Weathertop) certainly served to secure the realm, but they also held overriding mystical significance. On its summit, from whence invasion from the East or South could easily be detected, lay the chief of the three northern Palantíri, a Seeing-stone connected to an "answering" Stone in Gondor. Thus, to the Men of Arnor the windswept hilltop embraced strong spiritual currents, and its tower watch maintained a blessed vigil. Never did the Men of Arnor seek to increase their territories—as Gondor did under the more ambitious of their Kings—or sail the seas in search of booty and glory.

The Kingdom of Arnor

Until the founding of Arnor by Elendil in S.A. 3320, the wide expanse of land between the Misty Mountains and the River Lhûn was a sparsely populated region bordered by the Blue Mountains to the west, icy Forochel and the Wastes in the north, and to the south, the River Isen. Scattered about like natural altars stood various downs, grassy and greatly-eroded ridges of rock extending for miles and sometimes worn away into lowlands. Of these, the Barrow-downs just south and west of Bree proved most significant to the Dúnedain returning to Middle-earth. There stood the Great Barrows themselves, weathered burial vaults of the ancient Edain Kings, in a site holy to the Exiles of Númenor.

For 150 years following the establishment of Arnor, the Men of the North Kingdom battled the Hillmen and Trolls of the nearby Trollshaws and Ettenmoors. They battered their foes into submission or drove them into the remote highlands of the Misty Mountains. Then, in the Last Alliance of Elves and Men that ended the Second Age, Elendil and his Dúnadan warriors overcame the Dark Lord, rendering him bodiless and for a brief, joyous period, impotent. Sadly, Elendil, first ruler of both Realms in Exile, was slain in battle, as was Gil-galad of Lindon. Sauron's Ring of Power passed on to Elendil's son Isildur, who in the second year of the Third Age lost the ne Ring and his life in the Anduin trying to escape a band of Orcs. The Seers of Arnor who gathered at the capital of Annúminas forecast woeful tidings to their people at such a bloody and inauspicious entry into the new Age, but over long years their warnings were almost forgotten.

Arnor was granted 800 years of relative harmony and peace following Isildur's death and the loss of the Ring. True, Gondor, the Southern Kingdom, was frequently assailed and finally invaded by the Easterlings of Rhûn in 490, but the southern Dúnedain, at the height of their military power, prevailed. The vigorous Gondorians defeated their lesser foes and, in T.A. 550, laid claim to all of the Rhovanion plains, a vast expanse of grassy steppe that doubled the area of the "Stone-land." Following the victories of its army, Gondor's navy began to flex its muscles at sea, culminating in the taking of Umbar in T.A. 933 and the defeat of the fierce Haradrim in 1050. Never was Gondor mightier.

The Exiles of Arnor, stunned and saddened by their losses in the Last Alliance, maintained no dreams *of* empire. Being neither martial in spirit nor so numerous as the Men of Gondor, their influence extended little beyond their own borders. Their reluctance to marry their Eriadoran subject folk compounded the problem, since the northern Dúnedain found trouble replenishing their losses and grew weary managing their territories.

THE DIVIDED KINGDOMS

In T.A. 861, after a series of unusually frosty springs and torrid summers, Arnor was sundered. The death of the tenth and last Arnorian King, Eärendur, left the North Kingdom's loyalties split among Eärendur's three surviving sons. Amlaith, Eärendur's eldest male child and therefore the heir apparent to the throne and heirlooms of the kingdom, won the Sceptre of Annúminas but lost half of Arnor's territory and much of her power to his brothers Thorondur and Aldarion. They staked claims to the eastern and southern lands, and with the support of the local lords in each region, successfully countered Amlaith's attempts to reunify the realm.

Thus the North Kingdom split into three independent, neighboring, but lesser states: Arthedain, Cardolan and Rhudaur. Each was ruled, at first, by royal lines descended from one of Eärendur's squabbling sons. Arthedain, the largest state, assumed the rugged northwest territories of Arnor; Cardolan took the fertile south; and smaller Rhudaur claimed the dangerous northeast section, the fells and forests of the wild Misty Mountain foothills, bordering what would later be Angmar.

Thus, just a little more than one century before the rise of the Necromancer of Dol Guldur in Southern Mirkwood and the appearance of the Istari in the West, mighty Arnor broke into three sister Kingdoms. With differing topography and populations, each embraced distinctive goals and set an uneasy, autonomous course at the outset of very troubled times.

Thorondor, first King of Cardolan



The agreed-upon boundaries between the successor-states might have satisfied each Kingdom's desire for independence and self-government, but border squabbles soon broke out, the worst of them centered at the junction of the three realms. The borders of Arthedain, Cardolan, and Rhudaur overlapped at the strategic hilltop of Amon Sûl, Weathertop, where the chief Palantir of the North lay. Never could the three countries agree upon the ownership of Weathertop and its Seeing-stone, which all greatly desired.

Arthedain's rulers successfully contested their neighbors' claims and installed a strong Warden in the Tower of Amon Sûl by the beginning of T.A. 862. Since their King already possessed the Stone of Annúminas and had the greatest influence with the Elven guardians of the Stone of the Tower Hills, the Arthedain controlled each of the three northern Palantíri, assuring themselves pre-eminence during the coming political strife.

Elsewhere Arthedain supported Cardolan's claims, for their kin in Rhudaur seemed too rough and wild to be trusted. From the very establishment of Rhudaur, its Dúnedain mixed culturally with the more primitive natives of the region, the barbaric Hillmen of the Trollshaws and Ettenmoors. Like the untamed and inhospitable land that formed it, Rhudaur bred a wild and bold populace more concerned with might than right, and its lords eventually proved eager to expand their territories and influence at any cost.

Of the three Northern Kingdoms, only Arthedain retained a purity of lineage from Isildur through all of its fifteen Kings. It also continued to instill in the hearts of its people a higher sense of values and purposes. Except for the simplest disputes over boundaries and the guardianship of the Amon Sûl Palantir, Arthedain was at peace with Rhudaur and Cardolan as late as the fateful Fifteenth Century.

3.3 THE HISTORY OF CARDOLAN

The first Men to enter the lands of Cardolan were the Wose ancestors of the Beffraen, early in the First Age. They fled south and westward farther into the Taur Druinod when the Edain and the Arhûnedain arrived in the middle years of the Age. The survivors of the Edain and Arhûnedain populations formed, in the first millennium of the Second Age, the first true Eriadoran culture, a relatively advanced forest society in Cardolan led by brash Warrior-kings. Separated from the Elvish and Dwarvish societies in Eriador by both temperament and custom, these little kingdoms at first profited from contact with their distant cousins, the Númenórean sailors, traders, and teachers who returned to the coast of Middle-earth. As Númenor gradually fell into darkness, its inhabitants came to Endor for tribute and to seize the woods needed for their fleets. There were increasingly bitter wars

between the Eriadorans and Númenóreans that greatly contributed to the destruction of the primordial forest that had once covered all of Cardolan.

The Númenóreans came as colonists as well as conquerors. They began construction of the havens at Lond Daer and Tharbad before the Eriadoran Wars, and some venturesome persons settled permanently. Lond Daer was often wrecked by great storms, so Tharbad became the chief city of the region, and the original settlers slowly prospered and grew. Their leaders were granted wide but ill-defined lands and wider and even less defined powers by the ineffectual Númenórean king Ar-Sakalthor in S.A. 3034. This was the origin of the Princes of Cardolan, the autonomous Dúnadan noble families who would form the ruling class of Cardolan for the rest of the Second Age and well into the Third.

Under Arnorian Rule

Northwestern Endor was considered a dull backwater by the later Númenóreans, and most of the later emigrants headed for the more pleasant lands around Pelargir, including those of the Faithful who had always passed through Cardolan on the way to Arthedain. Thus, the colonists in Cardolan played little part in the conflicts between the King's Men and the Faithful, between Númenor and Sauron, and between Ar-Pharazôn the Golden and the Valar. That changed when Elendil the Tall and his four storm-tossed ships, filled with many of the remaining Faithful of Númenor, arrived at the mouth of the Baranduin, Although the old Dúnadan colonists easily surpassed the native peoples in culture and power, their achievements paled in comparison to the arts and technology of the seat of the Dúnadan domain in drowned Númenor. When Elendil, the last survivor of the royal line of Elros Tar-Minyatur, came to Cardolan the year after the Akallabêth there was little local objection to the Cardolani joining the Kingdom of Arnor.

The first years of Arnor were a time of growth, as the Exiles sought to assuage their grief through great labors: converting the old trading routes into paved roads, constructing many towers to secure the frontiers, and tackling the daunting task of bridging the Gwathló at Tharbad. The War of the Last Alliance slowed some of these projects and stopped others, but the great bridge was eventually finished. The losses of the Dúnedain in the war were severe enough to hinder the rest of the Kings' projects in northern Arnor and therefore guaranteed Tharbad's continued dominance of trade in the region.

The early Third Age was generally a glad if quiet time in Arnor. The Dúnedain of Cardolan gradually came to resent their Princes' lack of influence at the court, which was dominated by the Great Families of the Exiles, and consequently perceived a neglect of their interests. Still, except for tensions within the Royal House itself the realm was never in danger of collapse.

The Kingdom of Cardolan

The family dispute that sundered Arnor left Thorondur, the most energetic of the three sons of King Eärendur, in charge of a realm that was chaffing under dour, conservative philosopher-kings brought up in the traditions of the Faithful, Thorondur quickly gained popularity in Cardolan by easing restrictions on trade. His major program of public works, especially rebuilding the walls of Tharbad, stimulated the economy. Problems soon arose, though, because Eärendur's will had specified that the borders of all three of the new Sister Kingdoms met at Weathertop (Amon Sûl). The citadel atop Amon Sûl was the strongest fortress in Eriador, and also contained the most powerful of the northern Palantíri (S. "See ing-stones"). Eventually a treaty establishing joint use of the Stone and rotating garrisons was made, but tensions remained high.

The first conflict between the Sister Kingdoms came when the hapless King Aldarion of Rhudaur, youngest of the three princes who had divided Arnor, sought to re-establish the larger realm after his elder brothers died. This ended in the farcical Battle of Nen-in-Sûl, an engagement beside the small river that runs from Amon Sûl to the Mitheithel, where most of the troops refused to fight. This was a perilous precedent, however, and in 1084 the Twelve Years War began and blood was spilled in earnest. Sides shifted in this conflict, but most often



Calimendil, fifth King of Cardolan



The Witch-king

Arthedain and Rhudaur contested Cardolani attempts to possess Amon Sûl. The war was indecisive, but its expenses and those of Thorondur's building projects caused a depression in Cardolan.

Tarandil, the fourth King of Cardolan, reorganized the realm and brought it to the height of its power. He reduced the political strength of the Princes (S. Irnil), limiting their authority by making them Hiri (S. "Lords") and establishing a national army paid by land grants. More importantly, Tarandil broke up the traditional communes of the common folk, dividing the lands to encourage the large scale breeding of sheep. Providing bounties to the guilds who would work the wool and the merchants who would export it in order to provide a market, he rebuilt the economy. This succeeded beyond Tarandil's fondest hopes, and soon his treasury could maintain a lavish court, army, and fleet.

Disaster and Civil War

Calimendil, the fifth King and only child of Tarandil, sought to prove himself worthy of his father's legacy and establish his own power by overthrowing the Hillman Rhugga, who had usurped the throne of Rhudaur, He claimed the throne of Rhudaur through his mother, but Rhugga was an effective and popular leader despite his sometimes unsavory methods. This war dragged on for twenty years before Calimendil trapped Rhugga and his army in Cameth Brin, the capitol of Rhudaur. Though a mighty fortress, Cameth Brin was unprepared for another siege in T.A. 1235. Sensing final victory, Calimendil summoned his lords and court to the battlefield to witness his second coronation and, when they arrived, launched an assault that carried the lower levels of the fortress from the starving defenders. The royalty celebrated that night, but, unknown to all, the Orcs of Gundabad had answered Rhugga's pleas for aid and secretly marched east of the Misty Mountains. The Orcs fell upon the unsuspecting forces of Cardolan that very night. Although the professional pikemen of Cardolan cut a bloody path out of the cul-de-sac, the Royal Pavilion fell, and with it well nigh all the lords of Cardolan.

The Orcs and Rhudaurim pursued the beaten army and ravaged eastern Cardolan. Seven persons claimed the throne, and the situation was virtually as bad in four of the Hirdyr. Civil war raged throughout the countryside on the national, provincial, and local levels. The Kings of Arthedain and Gondor both sent expeditions to explore their own potential claims to the crown. During the next fifteen years Tharbad changed hands eight times, and the royal compound at Thalion, eighteen. At last, the Dwarves of Moria, distressed by the collapse of trade, sent their army to enforce the truce desired by the Wise. A great council was held at Thalion and finally elected Tarcil, a mariner of the Line of Isildur who had been off trading in the South for most of the Time of Troubles. The only acceptable compromise claimant to the crown, Tarcil proved an unexpectedly successful ruler.

The Rise of the Witch-King of Angmar

In approximately T.A. 1276, the Lord of the Nazgûl arrived in the North, entrusted by Sauron with the task of destroying the Dúnedain of Eriador. The renewed war between Cardolan and Arthedain over their respective rights to Amon Sûl from 1284-87 made the establishment of his realm of Angmar in northeastern Eriador far easier. This war also led to the failure of the Line of Isildur, for King Tarastor, Tarcil's son, proved an inept military leader. He gave the regency of the realm to his bastard brother Minalcar, who took the throne when Tarastor died in 1332.

The crown of Cardolan rested uncomfortably on Minalcar's brow when he accepted Argeleb of Arthedain's claim to the renewed High Kingship of Arnor and aided Argeleb in his war against recalcitrant Rhudaur. This war failed when the Witch-king revealed his strength in alliance with Rhudaur, which he quickly reduced to a puppet state Argeleb and Minalcar fortified the Weather Hills against the assaults of Angmar, but Argeleb fell in battle in 1356. Fortunately, the Witch-king had to cease his campaign and await the maturation of a new generation of Orcs in order to replenish his loses. All quarrels between Arthedain and Cardolan ended as both realms prepared for the Witch-king's next assault.

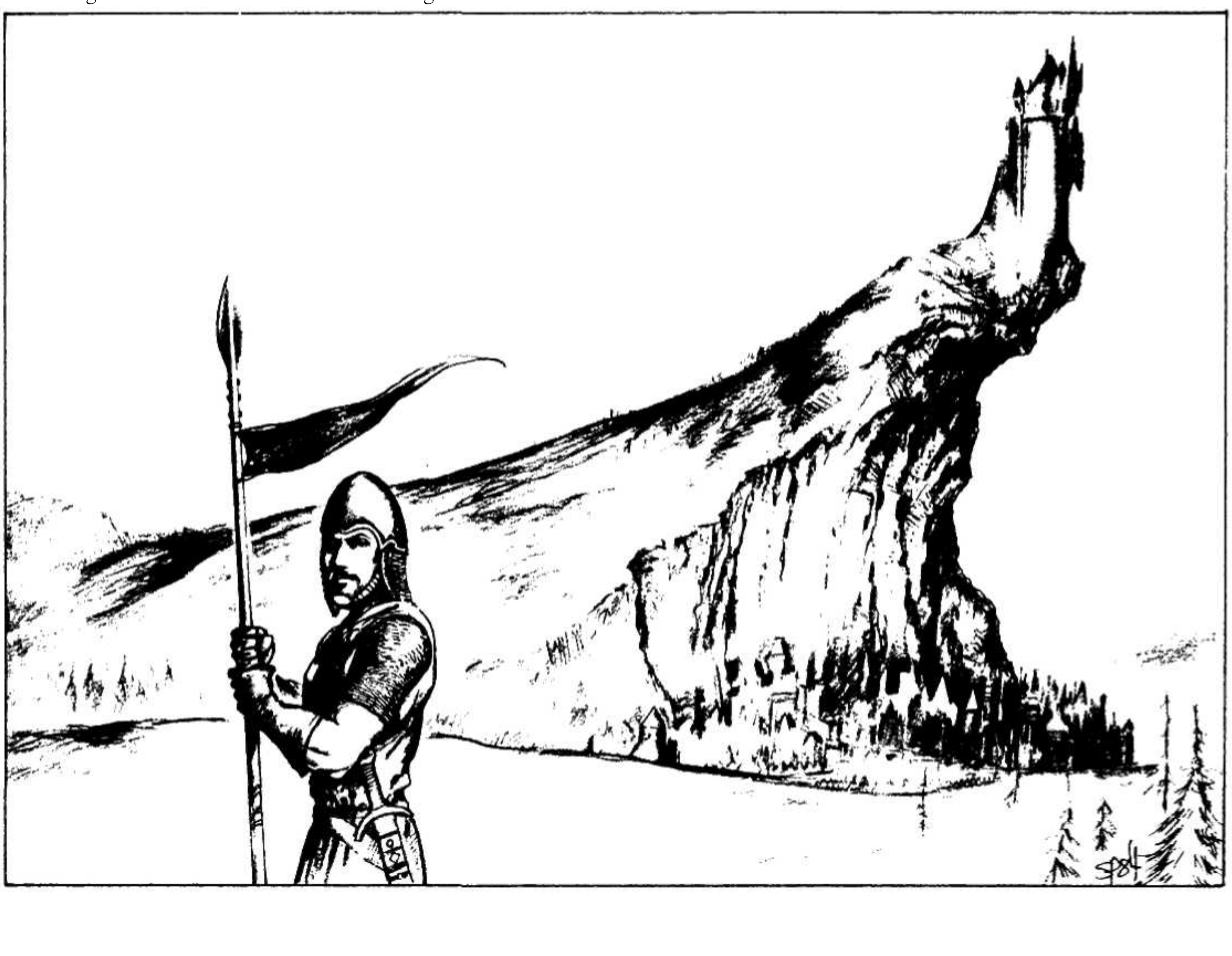
3.4 RHUDAUR

Clans of the Mebion Bron, the Daen ancestors of the people who became known as the Hillmen of the Trollshaws, came to the land that they named Rhudaur (Hi., Du. "Place of Roaring Red-gold") back in the mists of time. After long and bitter struggles with the Giants, Trolls, Woses, and Petty-dwarves already living there, the Hillmen won the cold and rocky ground, and for centuries they were left undisturbed. Solitude pleased the Hillmen, for their ancestors feared and hated both the forces of Light and Darkness, For most of the Second Age, they were content with a simple hunting and gathering life. Their lingering problems were the Elves of Eregion and later Rivendell, whom they called the Bâna-Flâhês (Hi. "White Fiends"); the ghosts of the Petty-dwarves around Cameth Brin, called the Ta-Fa-Lisch (Hi, "Ghosts of the Little People"); and the Eriadorans who drifted northward up the Mitheithel to avoid Númenórean rule. The Hillmen avoided the first two races by giving them a wide berth, for neither had grand territorial ambitions. They dealt with the third group violently; a long history of mutual raiding and murdering instilled in both cultures a tradition of racial hatred that persisted well into the Third Age.

Rhudaur, being a poor land, did not attract many of the Númenórean colonists who overran Cardolan in the mid-Second Age. Some Dúnedain—not the best among them—eventually settled along the borders of Rhudaur. Thereafter, these Dúnedain and the Hillmen often traded, to the benefit of both peoples; however, conflict soon arose over possession of the lowland valleys surrounding the Trollshaws. The semi-nomadic Hillmen kept to the Highlands for the most part, and even in winter, rarely ventured beyond their boundaries save to raid distant Eriadoran settlements for weapons and other goods. Still, they routinely hunted in the Lowlands and thought of the whole of Rhudaur as immutably their own. The Dúnedain saw the valleys as places for eventual settlement, much as the Eriadorans before them had done. Yet for many years there was only tension and mistrust between the two races, not bloodshed.

After the founding of Arnor, Elendil, with the most noble of intentions, claimed all of Rhudaur as part of his new realm, promising to end the perpetual warfare and raiding that had become an integral part of Hillman culture. The might and splendor of his forces was such that the Hillmen submitted without a struggle, hiding their bitterness. Eventually, however, Sauron returned to power and Elendil and Gil-galad went south to perish in the War of the Last Alliance. Although victorious in the end, the Free Peoples suffered horrendous losses from which, especially in northern Arnor, they would never recover. The Hillmen had not joined the Last Alliance, but neither did they rebel for their freedom; they had been

Cameth Brin



impressed by the martial array mustered by the allies, and they felt it was without honor to make war on the old men, women and children who were left in Arnor.

When the battered army of Arnor did return, the Hill-folk sensed the weakness of the Dúnedain and revolted. The Hillmen were soundly defeated in their attempts to recover the lowlands, but they could not be easily beaten in the highlands, and at last a compromise was reached. This peace informally recognized the Dúnadan possession of the lowlands and the Hillmen's freedom in the heights of northern and eastern Rhudaur, but left the question of the eventual settlement of the Trollshaws unresolved.

In T.A. 164, Mong-Finn became Targ-Arm, or High Chief, of the Hillmen. He was determined to free all of Rhudaur but realized that this could not be done without substantial assistance, which seemed nowhere available. So Mong-Finn dared what no other had before. He went alone into Cameth Brin to gain the alliance of the Ta-Fa-Lisch, the Ghosts of the Little People. In the end his rebellion failed, and the Dúnedain took possession of the ancient Petty-dwarven halls within Cameth Brin.

Arnor's King Eldacar decided to expand the halls into a mighty bastion of men and thereby to control the Trollshaws and the Hillmen. Above the cliff Eldacar's engineers erected a great watch-tower which commanded the peak, while beneath the Twisted Hill's overhang the Dúnedain established the barracks-settlement of Tanoth Brin and began to dig a real fortress out the living rock that surrounded the Petty-dwarven caves. Although the work was long and difficult, Cameth Brin was completed in T.A. 339 and made the capitol of the province of Rhudaur. The land had never been rich, but Dunnish immigrants from the far south began to wander into its valleys, and the Dúnedain of the lowlands, desperate for manpower to till the lands of their estates, allowed many of them to settle on their lands.

After the division of Arnor in T.A. 861, the internecine wars among the Sister Kingdoms sapped the strength of the Dúnedain, especially in Rhudaur where they were few and always outnumbered by their subject peoples. Over time, the Dúnedain of Rhudaur increasingly shared power with the Hillmen, whose active support they needed.

Sometime after the Witch-king founded the realm of Angmar, Rhudaur became his ally. The natural antipathy of the Rhudaurim—Dúnedain, Dunman, and Hillman alike—for their wealthier brethren in Arthedain and Cardolan made them vulnerable to the infiltration and corruption tactics the Nazgûl and his Dark Priests had been using successfully for much of three millennia. By the end of the I4th century, Rhudaur was reduced to a petty state controlled by the Witch-king, with only a few towns in the south still allied with Cardolan and free of the Angmarean yoke. The Hillmen, allowed to fend for themselves in their highlands and subject only to periodic calls to make war on their hated Dúnadan enemies, seemed to have won their freedom at last.

3.5 WAR AND PLAGUE, T.A. 1408-1643

THE SECOND NORTHERN WAR

The end of the fourteenth century of the Third Age saw the Kingdom of Arnor and the remaining Dúnedain of the North nominally reunited and seemingly better prepared to face the renewed threat from Angmar. However, the nobles and rulers of Arthedain and Cardolan were jealous of their power and privileges and never let the unification be more than ceremonial.

The next great assault by the Witch-king began in 1408 with a series of probing raids into the remaining unconquered lands of southern Rhudaur and into Arthedain. (The opening of one of these campaigns is described in the module *Dark Mage of Rhudaur.)*

When the main blow finally came in the winter of 1409 it was south and then westward, towards Amon Sûl and the junction of the two remaining Dúnadan Kingdoms. The defending forces organized a counterstroke that was to be coordinated but not truly unified, Amon Sûl was held by an Arthadan garrison. King Ostoher of Cardolan and his army, comprised largely of infantry, was to play the anvil, supporting Amon Sûl and holding the hills covering its communications, while the cavalry of Arthedain and the Elves maneuvered in the plains to provide the hammer. Unfortunately, the Angmarean attack came too swiftly and violently for the armies to take up their assigned roles.

The Witch-king personally led the assault on Amon Sûl; it fell; the great tower was toppled and burned, and the stalwart but futile defense of the Warden only bought time for the rescue of the great Palantir, King Arveleg I of Arthedain was killed trying to prevent the fall of the fortress; when King Ostoher retreated to the Barrow-downs, he was surprised by a night attack and also slain.

The Host of the Witch-king swept forward across the frozen country-side like a plague of fire and steel. Engulfed in a monstrous wave of horror, the people of southern Arthedain were massacred or driven to headlong flight westward. Angmarean wolf-riders and cavalry pursued; Annúminas was overrun and torched, the city abandoned. The remaining forces of Arthedain fell back to Fornost Erain, preparing a final defense. Yet, when all looked blackest, the fortunes of war were turned, by courage and luck. The Elves of Lindon and Rivendell, coming late to the battlefield, cut through Angmar's scattered western forces while Arveleg's heir, the young King Araphor, won a desperate series of battles around Fornost, wrecking the Witch-king's main army and driving him back eastward. The swords and bones of his soldiers littered hundreds of miles of Arnorian country-side as they fled through the winter snows, and the Angmarean threat was ended for generations to come.

But much was lost in the battle of 1409. Rhudaur was devastated, its remnants firmly under Angmar's black and wicked wing. Cardolan was destroyed as a nation, with its

few remaining soldiers wasting their strength in another series of civil wars. The balance of power in the Northern region had shifted dramatically and to Angmar's awful advantage.

Late in that tragic year, after the Elves returned home and new snows covered the blood-stained lands, Arthedain's leaders and warriors gathered inside the walls of Fornost to regroup and try to restore the society ground into dust by the heavy boots of Angmar's minions. It was a difficult task; an Arthadan King lay dead on the battle-field, along with hundreds of his soldiers and thousands of the farmers and villagers whose labors sustained the realm. Fortunately, two Palantíri, those of Annúminas and Weathertop, rested safely in the Royal Tower at Fornost. Angmar would not be a threat for years to come, and what men lost they could try to rebuild.

But could they succeed? After 1356, the Arthadan Royal Court at Fornost Erain was never the same. Once—like an Elf-haven—a place of beauty and light and serenity, Fornost became a chilly walled city of fear, and it housed a pervasive, never-lifting sense of doom and sorrow. Her Seers began to number the years of Arthedain's survival.

ARTHEDAIN AND THE PETTY-WARS

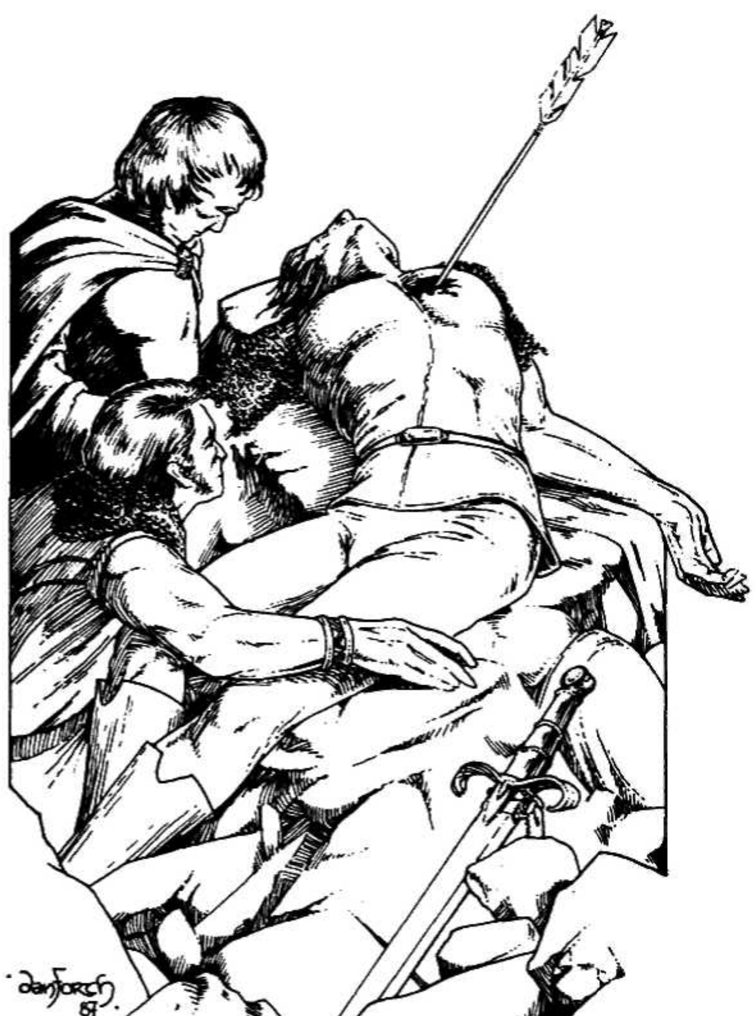
The fifteenth and sixteenth centuries found the Arthedain clinging to what was left them after the wars of 1356 and 1409. Frequent border raids and constant skirmishing marked these sorrowful years, the so-called "Petty-wars" which served as a constant reminder of the Evil residing *in* the hungry lands beyond Arthedain's thinly stretched defenses. Araphor's long reign passed without any great successes or failures, but he managed to rebuild some parts of his realm even as others were worn away by the constant pressure of Orcish raids and the increasingly cold weather. At the very opening of the seventeenth century, King Argeleb II—who along with the tattered remnants of his people would weather the Great Plague of T.A. 1635-36 and evermore-brutal winters at Fornost—lit one small candle of hope, in a reign when small hopes were all that could be found; he granted the Hobbit-folk gathering at Bree a fertile patch of land roughly 40 leagues by 50 in southern Arthedain, a handsome, rolling, green land the Hobbits eventually called the Shire.

Argeleb and the Arthadan leadership harbored no illusions about the value of Hobbits as soldiers; they were simply too peaceable and too small to be great warriors. The prouder Arthadan nobles, in fact, often complained amongst themselves of having to bend over or kneel in order to hear the little fellows speak. Argeleb, however sensed a spirit among the Hobbits *now* rare among the Arthedain, an optimism and resolution that many of his own people seem to lack.

The Arthedain would, of course, also profit from the produce grown by the green-thumbed Hobbits. Somewhat paradoxically, the High Men's love for the spirit of their land never translated into a fondness for tilling the soil on any appreciable scale. Herbal gardening, which requires greater technique and yields magical results, is a different matter; but, unlike the Hobbits, the High Men have never had great interest in planting and tending cash crops; to them it was work for simpler folk, and the Commons of Arthedain have always managed their farms and fields with little input from their lords. Within a decade of the first Fallohide emigration to the Shire, the Hobbits were providing a steady flow of grains, fruits, and tubers northward, augmenting the spare Arthadan diet and providing a minor but useful counter to the fatalistic and occasionally morbid atmosphere of Fornost.

CARDOLAN SINCE THE FALL OF THE KINGDOM

King Ostoher of Cardolan had gone to his last battle having learned little from Calimendil's disaster at Cameth Brin; all his sons were with him, and their deaths left only his young daughter Nirnadel to take the crown. Nirnadel was slain along with the able Chancellor Nimhir in an abortive kidnapping in T.A. 1412 after only three years of rule. Cardolan was again racked by civil war, but this time Gondor intervened after only two years. Annael, the Hir of Fëotar and leader of the then ascendant faction, was made Canotar (S. "High Commander") of Cardolan, with considerable powers in name but few in practice.



Braegil second son of Ostoher

In the immediate aftermath of the Second Northern War, Gondor held a preeminent position in Cardolan. This position was largely lost in the chaos that followed a widespread peasants' rebellion in 1434, and the further disorders that spread northwards from the bloody Kin-strife in Gondor in 1439. King Araphor of Arthedain first tried to assert his authority as High King in Cardolan in I45S. Araphor attempted to limit his military excursions to sieges of the castles of his reluctant vassals, Nonetheless, there was considerable blood lost that further sapped the strength of the remaining Dúnedain of the North. The formalized warfare of this period established the preeminence *of* certain elite mercenary companies, since the Princes of Cardolan lacked the resources or moral authority to build loyal national armies.

The early years of the sixteenth century saw the demise of even the ghost of central authority among the principalities of Cardolan. This process began in 1503 when Gordaigh expelled the Dúnedain of Ethir Gwathló and declared himself King of Saralainn. In 1509, the bodyguards of the last native Canotar, Daeron the Bad, killed him and his retainers. The former Hirdor of Fëotar has since established so-called cantons that rule the principality without the aid or advice of lords. After Daeron's death. King Aldamir of Gondor made his legate in Tharbad the new Canotar. This was a practical step, recognizing that Gondor's will did not carry beyond the walls of Tharbad, if indeed it carried beyond the eyesight of her soldiers. However, this led to the collapse of any pretense of cooperation among the Princes. Those of Calantir and Tinarë reclaimed their old titles as Irnil, while those of Tyrn Gorthad and Girithlin enfiefed themselves to Araphor of Arthedain.

The Plague and its Aftermath

The Great Plague that ravaged much of Endor in the I630's lost some of its virulence as it spread northwards, but it was still capable of death-dealing on a large scale. A Gondorian ship carried it to the fetid airs of Tharbad in 1636; between the disease and the subsequent panic, almost eighty percent of the population of Tharbad fled to the countryside. Waves of impoverished refugees from Gondor, fleeing the higher morbidity in the south, increased this disruption. In the days of the Kingdom, the rural principalities might have withstood this onslaught, but now starvation and brigandage were widespread. The Witch-king added to the chaos by an invasion of the undead spirits known as Wights into the Barrow-downs. During this time, the so-called Warlord also led a band of Hill-trolls into central Minhiriath where they established themselves in the network of gypsum caves seventy miles due south of Sarn Ford. Like it or not, the Warlord had to be recognized as a Prince of Cardolan, though his designation of his minuscule realm as "The Domain of Minhiriath" denoted a certain mental instability.

Large numbers of southern refugees, haying decided the risks of contemporary Cardolan were fewer than those of undertaking the long voyage home, made up some of the losses of Cardolan in the Plague Years. However, for the brash clansmen of Saralainn and the gritty inhabitants of Tharbad, the disruption of these years seemed to have pulled up the roots to the past that were all that held the people of Cardolan to their disintegrating homes. The birthrate did not pick up once the Plague passed, and the south-bound ships that left Tharbad were packed with those who could afford passage to Gondor.

Harmed less by the plague, Arthedain now stands alone, poised in the lull between storms, cut off by distance and attitude from its brethren to the south. Argeleb II, who has held the Sceptre of Annúminas for fifty years, is *in* contact with his more worldly and warlike kinsmen in Gondor, but the southerners face Corsairs, Haradrim, Easterlings, and a mysterious new realm in Mordor in a deadly face-to-face battle of wills and might. Badly hurt by the Great Plague themselves, they can offer little assistance fast enough to help the hard-pressed Arthedain, should Angmar attack again. To the west, the Elves of Lindon, many of whom fought to drive back the bloodthirsty hordes threatening to overrun all of the north in 1409, now turn their weary countenances westward toward the Sea.

Thus Arthedain's nobility and military stand anxiously inside the great dikes of Fornost, abandoned by treacherous Rhudaur, haunted by the ghost that was once fair and green Cardolan, and threatened by the growing hordes of rapacious Angmar. Stretched thinly between Fornost and the Tower Hills are scattered villages and military outposts, but no centers of population or culture. Facing west, Arthedain's best friends, the Elves of Lindon, have turned their gaze toward the Sea and the homeland they know to be waiting for them. For the Arthedain, there is nothing to do but to carry on with preparations for war even as they pray for peace and deliverance—and wait for the worst to come.

3.6 THE NORTH IN LATER TIMES

Arthedain and Gondor

The three hundred and thirty years following the Great Plague were marked by constant skirmishing along the frontiers of Arthedain. While the borders held firm for most of this time, the Kingdom could not prosper, and the increasingly cold winter weather meant that the crops and herds of the Arthedain brought less and less gain each year for more and harder labor. While famine never was a grave concern after the establishment of the Perianath (Hobbit) colony in the Shire, blights and sickness became a constant problem. The most dramatic of these, a Red Flux (influenza) that swept through Fornost in the winter of 1891-92, slaying the aged King Araval, was believed to be caused by the foul magics of the priests of Angmar. When

another sickness, the Bloodeye Ravish, swept through the horse-herds of Arthedain in the first years of Arvedui's reign, the Witch-king's military advantage became truly overwhelming, and the stage was set for the Third and final Northern War.

With each passing year of this long decline, it became more and more imperative for the Kings of the North to acquire outside support. After years of effort, the Arthedain finally reached a solid military alliance with Gondor in T.A.1940, sealing it with a royal marriage. In this year Araphant's son, Prince Arvedui, was wed to Firiel, the daughter of Gondor's King Ondoher. Just four years later, Ondoher and his two sons were slain in battle with the Eastetling Wainriders, but a Gondorian army led by Lord Eärnil crushed the invaders at the Battle of the Camp and successfully drove the Easterlings out of Ithilien and into the Dead Marshes.

After Ondoher's death, Prince Arvedui, as a direct descendant of Isildur, had the audacity to claim the crown of Gondor, the Stone-land's Line of Anarion being broken by Ondoher's fall and the deaths of his sons. Arvedui's hopes of reuniting the Realms in Exile were dashed, however, when the victorious and popular Eärnil, a descendant of the Gondorian King Umbardacil, was crowned Eärnil II of Gondor in 1945. The Guardians of the Palantíri of both nations kept busy relaying contentious messages of state between the two Dúnadan Kingdoms, but finally Arvedui acquiesced. Cautionary tales about the divided command of the Second Northern War were brushed aside, as were various dire prophesies made by the Seers of Fornost; when the Council and Steward of Gondor supported the new King, the Arthadan claimant gave way, for he lacked both the strength and the will to press his stand. Arthedain and Gondor continued to be ruled by two lines, although Eärnil II pledged military support to his "good cousin" as a means of reducing tension.

In T.A. 1964, at King Araphant's death, Arvedui grasped the Sceptre of Annúminas, becoming Arthedain's fifteenth and final King. As prophesied by the distinguished Seer Malbeth twenty years earlier, Arvedui was doomed to be the "Last-king" of his country. The Shadow on the North was dark, and the host of Angmar was poised for its final onslaught. Malbeth's visions saw many years of great sadness and suffering before the Dúnedain would arise and reunite under a single banner.

CARDOLAN

The half-century after the Great Plague was one of slow but inexorable decline in southern Eriador, The few remaining Dúnedain of Cardolan, even the doughty defenders of the sacred Barrows, fled, emigrating to Arthedain and Gondor in roughly equivalent numbers. A Gondorian garrison remained in Tharbad, but the rotation of troops and commanders gradually ceased, and they became a hereditary warrior class in the decaying city. The people of Saralainn continued to do reasonably well, but new settlements were made southward across the Gwathló in Enedhwaith, rather than east or north, because of the increasing severity of the winters. Many of the common folk also drifted south, most often to swell the population of Dunland. As the Witch-king prepared to launch his last stoke against Arthedain, Cardolan was a backwater, its few settlements north of Tharbad harassed by Orcs and waiting in terror for the final blow *to* fall.



Gondorian soldier

THE FALL OF ARTHEDAIN

After years of battling Angmar, the Arthedain of Araphant's reign (T.A. 1891-1964) were weary and outnumbered. Brutally persistent, the Witch-king increased his harassment in the decade after Arvedui assumed the throne, all the while massing for a great attack. Then, in the late fall of 1974, tipped off by agents and the Seers' warnings of an imminent invasion by the Angmarean forces, Arvedui sent urgent pleas for aid to Gondor via the Palantir.

King Eärnil kept his word, sending his son Eärnur and a great fleet to the Grey Havens. At the Havens, Eärnur gathered Elven aid before crossing the Lhûn to march to Fornost and meet the Witch-king's soldiers on the field of battle. Yet, as Eärnur and the Elves of Lindon marched out from the shadow of the Blue Mountains, the Angmarean horde was already ravaging the once-proud capital of the North Kingdom.

In early winter of that same year, the Witch-king had unleashed his host. Small armies swept across the new ice on the rivers, driving into Cardolan and across the North Downs. All the while, the main body of the Angmarim, led by the Olog warlord Rogrog, struck directly at Fornost Erain. Overwhelmed by the relentless onslaught, Crown-prince Aranarth resolved to lead the Arthadan army in retreat toward Elven allies in Lindon, covering the evacuation of the remaining folk of the Twilight Hills and creating a diversion to allow his father time to get the all important relics and heirlooms of lost Arnor out of Fornost. The plan was adopted, and Arvedui gathered rhe treasures of the Northern Line before fleeing for his life. But the Witch-king's horde proved too deadly; Aranarth's retreat was swift and costly, and Arvedui and his small band of followers are forced to flee first northward, than westward, eventually concealing themselves in one of the many abandoned tunnels of the Dwarven mines in the farthest reaches of the Blue Mountains. All they carried with them were their weapons, the two Arthadan Palantíri, and a few precious heirlooms. The Kingdom of Arthedain was no more.

In a rare display of poor battlefield judgment, the Witch-king—his pride swollen with the complete destruction of the Last Kingdom of the Northern Dúnedain—marched to meet Eärnur and Cirdan and their Host of the West on the open ground below the Hills of Evendim, in the heart of fallen Arthedain. On the rocky rolling land between Nenuial and the North Downs, near the northern meanderings of the Baranduin, the armies met, clashing with apocalyptic vigor. Incensed and well-organized, Eärnur sent his cavalry into the Twilight Hills, where they outflanked the northern wing of the Angmarim. The Men of Gondor, the remnants of Aranarth's Arthadan army, Cirdan's Elves, and the Elves of Rivendell led by Glorfindel joined to win a bloody, hard-fought victory. Later in the day, as Angmar's forces looked to retreat, Eärnur's horsemen swept down from the north and cut off their escape. The dark blood of the Witch Realm's minions stained the hills and gathered in pools, but the Witch-king, dressed in black and riding a black steed, escaped into the falling darkness. His realm, however, like that of the Arthedain, was forever lost. So devastating was the carnage that it was said neither Man nor Orc nor Troll loyal to Angmar was left breathing west of the Misty Mountains.

The Flight and Death of the King

Yet all of this was too late to save Arvedui. Driven out of their refuge by hunger and exposure and cut off by wolf-riders from the direct passage south ward into Lindon, the King and his gaunt contingent rode instead north onto the Wastes of Forochel to ask help of the Lossoth, the isolated and solitary Snowmen of the Forodwaith. There, they hoped to remain until word came that Gondor and Lindon had driven out the Witch-king and regained Fornost. Totally unsuited to life in the icy wastes of the tundra, Arvedui and his men faced difficult decisions. They did not trust the Lossoth; the Snow-men, their numbers reduced by generations of ever colder winters, feared the Witch-king, believing him able to order frosts and thaws at will, a great and fearsome power in Forochel.

But the Lossoth, moved a little by pity and a great deal more by fear of the well-armed, battle-tested, and half-starved warriors accompanying Arvedui, entered into an uneasy and brief alliance with the Arthedain. The Lossoth shared their broiled Losrandir, whale fat, and ghastly brews with the tall, fastidious Dúnedain, building snow houses for their guests and, with a constant fear of reprisals from the Witch-king, anxiously awaiting their departure. News travels slowly in the North, bur by March, as the ice of the Bay began to break up, a great ship appeared; the Lossoth were wary, feeling that this mighty sea-steed must be a creation of the Witch-king. Instead, the ship was Elvish, sent by Cirdan to rescue Arvedui and his royal party.

Before leaving the Lossoth, Arvedui gave their leader his ring, the honored Ring of Barahir, nothing but a useless trinket to the Snow-people. His gift was a gesture born of the doom in his heart, a feeling he refused to yield to despite the unusually brutal nature of the weather and the signs that the hand of evil was at work in the sky. Ignoring the warning of Bruka, the Lossoth leader, Arvedui set out to sea immediately, eager to reclaim his devastated homeland. But at the mouth of the Bay of Forochel a great snowstorm arose, blinding everyone and driving the Elven rescue ship back upon the ice, where it foundered in the night. Arvedui and his kinsmen perished, and with them sank the Palantíri of Amon Sûl and Annúminas.

News of the shipwreck reached the Lossoth weeks later. Their leader, Bruka, remembered his plea that the tall men postpone their journey until the passing of the long winter, when the Witch-king's power would wane. Quiet homage was paid the dead and hardly a month passed before the spring thaw came, the earliest in many years. Search parties from Lindon collected Bruka's sad tale and regained the Ring of Barahir. The Lossoth, glad to be rid of the trinket, faded from the stage of history. The Witch-king made his way to Mordor, and Arthedain existed no longer.

THE INDEPENDENT SHIRE

After Angmar's defeat, the Hobbits of the Shire and the few common Men left in the North come out of hiding to resume the building, farming and trading interrupted by war. A few Hobbits chose to fight with the Arthedain, but most judged warfare a soldier's duty, not theirs. No longer overseen by the Arthedain, the Hobbits settled into a democracy, electing a Thain from their Chieftains to rule them; the first was Bucca of the Marish, who became Shire-thain in 1979 (in Shire Reckoning, the year 379). Soon the Hobbits' insistence upon order asserted itself politically: the Shire was neatly split into four Farthings, or Quarters, based on old Arnorian boundaries. Villages and towns sprouted along trade routes and wherever there was some money to be made, many near the farms of the South farthing, sunniest and most fertile of the four quarters. Least inhabited was the rolling down-land of the Northfarthing, the area bordered by the ruins of lost Arthedain. The central Shire, where Hobbiton and Bywater lay and the river called The Water flowed, continued to be the most densely settled region. To the west, tucked about the chalky White Downs, stood the capital of Michel Delving, the hub of western progress, trade, and gossip.

THE SETTLEMENTS

After Angmar was destroyed, Gondorian engineers stayed in Eriador for some time, demolishing the remaining strongholds and ruins in the countryside so that they would not become dens of evil. Few men survived to be protected by these towers; the land was roamed by Wargs and other evil things; and the cold, plagues, and blights the Dark Priests had created still lingered in the shadows, dashing any dreams of new settlements and flocks.

The final blow against any hope of northern renewal came in 1980, when a Balrog (a demonic fire-spirit that had lain dormant in the mines of Khazad-dûm since the War of Wrath at the end of the First Age) arose and drove Durin's Folk from their city. Little sympathy could be found for their plight among Elves or Men; the Dwarves had done little to aid the Eriadorans in the long struggle against the Witch-king, and the Dwarven refugees found that cold, hard cash was their only friend outside their walls. After years of wandering, the majority of the survivors made their way to the Ered Luin or the Dwarven mines east of the Misty Mountains. Without the manufactures and resources of the Dwarves, Eriador was doomed to endless poverty for the foreseeable future.

The Gondorian officials were finally withdrawn from Tharbad in T.A. 2052, and the garrison was dissolved. Many of the better folk of the city departed for the south in the train of the Gondorian forces. Of the petty states that had ruled Cardolan for so many years, only Saralainn and Fëotar remained. They recovered somewhat as the weather warmed, but no realm of men could flourish in the empty and haunted land that Eriador had become. Only the most sheltered and fertile river settlements maintained themselves, and the little wealth they kept from the raiding of wandering Orcs and packs of wolves was fought over by bandit chieftains and brigand lords.

THE RANGERS

No longer rulers of a nation, Arthedain's Princes miraculously managed to carry on the Line of Isildur. Now called Chieftains, the Princes were raised and educated by the Elves of Rivendell (S. "Imladris"), led by Elrond. Aranarth's family relocated to the Elf-haven tucked between lost Rhudaur and the western spires of the Misty Mountains. There they were reunited with many of the heirlooms of Arthedain, those carried in secret to Rivendell before the death of the North Kingdom. Thus, the Sceptre of Annúminas, the Star of Elendil, and the shards of the magic sword Narsil rested in safekeeping under the eye of Elrond, the immortal Half-elven brother of Elros, first King of the downfallen Númenor. Soon after the Crown-prince's arrival, the Elves also recovered the Ring of Barahir, which had been given in gratitude to the Lossoth. Some say it was ransomed; others spoke of a bond between the Snowmen and the kin of Arvedui.

Amidst the treasures of their forefathers, the legacy of their kind, the Chieftains and their fellows prepared for the long road to renewal and assumed the guise of the noble and time-honored Arthadan frontiersmen—becoming the Rangers of the North. Throughout the Third Age, the Dúnedain of the North were led by the Heirs of Isildur in a wandering yet purposeful fight to protect and preserve what remained of Eriador. The Chieftains provided unity, a link with a great past and the promise of a future reunited Dúnadan Kingdom, as the Seers of Fornost had foretold. That it would take centuries from the time of the fall of Arthedain to resurrect the North Kingdom was unknown to these Princes; yet even if they should have guessed, they were possessed of an Elven manner and a noble cause and had the patience to persist for a thousand years.

THE YEARS IN THE WILD

With the fall of Fornost and the passing of the Arthadan Kingdom, the character and actions of the surviving Dúnedain changed. As the Rangers of the North, they were a secretive, wandering people, as skilled in Nature's ways as their Elven friends. Fearing the obliteration of the long-preserved and deeply-cherished Line of Kings by the evil still persisting in the dark corners of Middle-earth, the Rangers found it necessary to hide in their havens in the wild and to dress in modest cloaks, like woodsmen. The cloaked and high-booted Rangers became a powerful if mysterious force in the North, and largely unbeknownst to the Hobbits, guarded and protected the eastern borders of the Shire from evil encroachment. Tutored by Gandalf and Elrond's folk, the Rangers' leaders were among the wisest of Men, however diminished in lifespan and influ-

ence from the days of Arnor's greatness. All that identified the Rangers were the clasps like silver stars on their shirts and a lean appearance. Throughout the Age, the Rangers did battle with Orcs in and around the Misty Mountains, and in 2747, they allied with the Hobbit-Thain Bandobras Took, beating back a major Orc-invasion launched from Mount Gram (above the Ettenmoors). After their defeat at the Battle of Greenfields, the Orcs left the Shire alone for hundreds of years.

The remaining Eriadorans—the Rivermen, the Bree-folk, and the Men of the Gwathló settlements—also benefited from the presence of the Rangers, but lacked the natural protection the Hobbits gained from being west of the Brandywine. None of them flourished, and many of their villages eventually vanished. Bree, with only a few hundred inhabitants, was the largest town in Eriador after Tharbad was destroyed by flooding in 2912. For all the Rangers' efforts, only the fact chat the attention of Evil was focused on Mordor and Gondor in the later Third Age allowed any Men to live peaceful lives in the North.

Fifteenth and last of the stateless Chieftains was Aragorn II, who inherited leadership of the Rangers in 2933, at the age of two years, Sauron, the Dark Lord, who in the guise of the Necromancer had ordered the creation of Angmar, and by whose will Arthedain and Cardolan had been destroyed, suddenly found that this travel-worn man and his few allies from the sleepy, hidden islands of peace in the North, were unpredictably the greatest of the foes of Darkness. How this occurred was recorded in The Downfall of the Lord of the Rings and The Return of the King. Aragorn was the chief mannish hero of the War of the Ring, and in 3019, as King Elessar Telcontar (Q, "Strider Elfstone"), he fulfilled the undying Arthadan longing when he reunited the Kingdoms of Arnor and Gondor after the defeat of Sauron.

THE FOURTH AGE

With the end of the Third Age, the Scouring of the Shire was complete: the oppressors Sharkey (Saruman) and Gríma Wormtongue were dead, their despised regime overthrown. Brave Hobbit-heroes returned triumphantly to claim their rewards; the Shire returned to peace and fruitful greenery. All was well, at last, in the land of the Halflings.

But far to the north lay the weathering ruins of Annúminas, and to their east the fallen towers of Fornost, now called "Deadman's Dike." Here thorns and weeds gathered in the courtyards where Kings and Seers once conferred; ravens lit on the crumbling portico of vast halls before flying off. There, in the cool hills, the few remaining Men wondered whether anyone could rebuild or respark the beauty that once shone a light across all the northern lands. As King Elessar made plans to resurrect Arnor and its capital of Annúminas on Nenuial, the scattered folk of Eriador warily summoned hope once again.

3.7 ERIADORAN TIMELINE

FIRST AGE

Early F.A. The ancestors of the Beffraen, then indistinguishable from other Drúedain, settle around the Midgewater Marshes and the Nîn-in-Eilph (S. "Swanfleet").

Mid F.A. The proto-Beffraen flee south westwards towards the coasts when several clans of another people, the Edain, migrate into central Eriador over the Misty Mountains. Three of the Adan tribes eventually migrate into Beleriand; in time they sail to Númenor and become the Dúnedain.

Late F.A. Arhûnadan peoples enter Eriador from the southeast. Some move on to Beleriand, while others settle in central and southern Eriador. Later, a Daen (Dunnish) people, the Mebion Bron, migrate into Enedhwaith. Some are enslaved and eventually assimilated by the proto-Eriadorans.

End of F.A The War of Wrath; the Host of the Valar attacks Morgoth's stronghold; most of Beleriand founders and falls into the sea; fragments of Ossiriand (Q. "Lindon") remain. The Iron Mountains are destroyed and replaced by the Bay of Forochel and a surrounding tundra plain.

SECOND AGE

I Founding of the Elven Realm of Lindon by Gil-galad, High King of the Noldor. The Elves establish a policy of minimal contact with the mannish population of Eriador.

32 The island Kingdom of Númenor (Anadûnê) is founded by Adan veterans of the War of Wrath, led by Elros Tar-Minyatur.

c. 32 - c. 300 The Hillmen, a group of the Mebion Bron, take up their ancestral homeland. The remaining Edain, Arhûnedain, and Mebion Bron peoples sort themselves out into tribal states. These Eriadorans now become a distinct independent culture; the clans alone the Gwathló tend to have more Daen ancestry, while those farther north tend to be taller and blonder. Durin's Folk take on the maintenance of the Eriadoran trade routes, and seek to neutralize any political threat from the Eriadorans by keeping a monopoly of the manufacture of iron and steel weapons,

ca. 400 The early Eriadorans reach an advanced bronze age culture in the woods of central Cardolan.

600 Númenórean explorers first sail to Middle-earth (Endor). Mornerim peoples from northern Endor migrate into the Northern Waste, eventually reaching the Bay of Forochel and becoming the Lossoth,

617 The first Númenórean ships explore the coasts of Saralainn while en route to the Grey Haven's.

750 Noldo Elves found the realm of Hollin in Eregion. They build three towns along the north bank of the Glanduin over the next two centuries.

777 Anardil Aldarion, then Crown Prince of Númenor, begins the construction of Vinyalondë (S. "New Haven") on the northern side of the mouth of the Gwathló.

880 Aldarion erects a watch tower at a small Eriadoran village on the upper Gwathló, near the site of a Dwarven ferry. This is the traditional date of the founding of Tharbad. There, he meets with Celeborn and Galadriel of Eregion.

ca. 1000 The Maia Sauron returns to Middle-earth and slips into Mordor.

1078 After the retirement of Aldarion, Tar-Ancalimë, the new Queen of Númenor, ignores her father's wishes and abandons Vinyalondë after it is damaged by a severe hurricane. Númenórean trade increases regardless of the Queen's desires.

ca. 1100-1600 Golden Age of the Eriadoran Kingdoms in southern Eriador. Their decline begins when Sauron increases his influence in the region.

1200-1800 Númenor founds colonies on all the coasts of Endor.

1312 Foundation of a Troll Kingdom in Enedhwaith. It is secretly controlled by Sauron, who needs a secure military base in Eriador in case his plans to conquer the Elves through magic fail. The Eriadorans learn to cope with it.

ca. 1590 Elven smiths in Eregion complete the Rings of Power.

ca. 1600 Sauron secretly forges the One Ruling Ring in Mordor.

1644 Tar-Minastir, while still Crown Prince, begins reconstruction of the ruins of Vinyalondë. He names the new port Lond Daer Enedh (S. "Great Middle Haven").

1693-1701 War between the Elves and Sauron. Within six years, Sauron has ravaged Eregion and overrun most of Eriador. The King of Durin's Folk closes Khazad-dûm. Elrond leads refugees from Eregion north to found Rivendell. The Eriadorans of the Pinnath Ceren hold out, as does the Númenórean garrison in the fortress at Lond Daer. The Brerion, a group descended from the Mebrion Bron, flees north to eventually become the Bree-landers.

1700 Tar-Minastir leads a Númenórean army that comes to the aid of the Elves. His Captain, Pharconatar, uses the fleet in brilliant amphibious operations along the Gwathló that contribute greatly to the utter destruction of Sauron's forces. Eriador and Enedhwaith are devastated. The Ents virtually abandon the forests west of the Misty Mountains.

1793 Pharconatar begins the construction of Tharbad
as a Númenórean colony and is accepted as Protector by most of the petty kings of the Eriadorans.

1914-1943 Southern Eriadorans unite to oppose the extensive lumbering undertaken by the Númenóreans to construct the great fleet of Tar-Ciryatan. This conflict degenerates into a guerrilla war, in which much of Saralainn is deforested. First use of Daen (Dunnish) mercenaries by the Númenórean colonists. They are settled along the Gwathló; these settlements and increased Númenórean domination begin the gradual division between the cultural traditions of the common Eriadorans and the Eriedain or Northmen. The first Northmen flee east of the Misty Mountains to become the base population of Rhovanion.

ca. 2000 Greed and envy begin to take hold in Númenor; Kings no longer take Elven names or surrender their Sceptre to healthy heirs before death. Distressed by the increased materialism in their native isle, some of the most traditional of the Númenóreans begin emigrating, settling primarily in the Emyn Uial (S. "Twilight Hills") region around Lake Evendim. Tharbad is their primary entrepot, and the city begins to prosper.

ca. 2251 The nine Nazgûl, or Ringwraiths, first appear in various nations of Endor. Northwestern Endor has no native leaders worthy of Sauron's attention and thus none of the lords of men enslaved by the rings are from Eriador.

2350 Pelargir is founded and becomes the chief haven for the increasing emigration of the Faithful Númenóreans. The Emyn Uial, politically shielded by Gil-galad's Elvish Kingdom, remains a center for the more pious and radical of the Faithful. Tharbad now falls under the control of more conventional Númenórean colonists.

ca.2500-2600 Second Revolt of the Eriadorans. Pursuing Tar-Telemmaitë's desire for mithril, the Númenóreans move into the hills and downs of Cardolan, provoking the natives. Númenórean sorcerers successfully drive the Huorns of Cardolan into the Old Forest and the Rast Vorn, devastating the Beffraen. This clears the way for a full scale conflict with the Eriadorans.

These "Forest Wars" are the most destructive of the Eriadoran conflicts and are largely responsible for the later treeless condition of Cardolan. They also duplicate the immigrations and cultural divisions caused by the earlier wars. Most of the Dúnadan principalities in Cardolan are founded in their aftermath.

2511 Lond Daer seriously damaged in a great hurricane and is never fully restored.

3261-3262 King Ar-Pharazôn (the Golden) of Númenor lands at Umbar and marches on Mordor. Sauron surrenders and is taken in chains to Númenor. He succeeds in seducing the King and many Númenóreans to evil ways.

3262-3310 Sauron convinces Ar-Pharaz6n that the Ban of the Valar is a ruse to protect the Elven "Lands of Immortality" from Mannish invasion. He contends that Aman (the Undying Lands) will confer immortality on any resident. The Faithful are prosecuted and many are sacrificed to the powers of Darkness.

3310-3319 The Great Armament of Númenor results in the creation of the greatest fleet and army ever assembled by Men. Amandil, last lord of Andunië, tries to reach Valinor by ship to appeal to the Valar, When he is lost, his son Elendil becomes leader of the Faithful.

3319 Ar-Pharazôn invades Valinor and is destroyed by Eru. The Downfall of Númenor follows, as the continent is broken and cast beneath the seas. Lond Daer is destroyed when tidal waves sweep over the shorelands of Eriador. Elendil and his sons, Isildur and Anarion, escape with the remaining Faithful. Sauron is able to regather his spirit in Mordor.

3320 The two Realms in Exile, Arnor and Gondor, are founded by the Faithful. Elendil is made High King. He claims Rhudaur as part of Arnor, and the Hillmen are overawed and agree.

3325-3341 Religious strife among the Daen Coentis of the White Mountains leads to Dunnish migration into Enedwaith and Rhudaur.

3430 The Last Alliance of Men and Elves is formed to answer Sauron's attack on Gondor.

3430-3441 The Last Alliance of Elves and Men overcomes Sauron. The Daen Coentis are cursed by Isildur. King Gil-galad of Lindon and King Elendil perish, and Sauron passes into shadow with his Nazgûl. Isildur becomes King of Arnor and Gondor and holds the One Ring.

THIRD AGE

1-500 Arnor fails to recover from its losses in the War of the Last Alliance; many of Elendil's plans for expanding the road system and settlements are abandoned.

2 Disaster of the Gladden Fields; Isildur is slain by Orcs and loses the One Ring of Power in the Anduin.

4-10 First Hillman Rebellion against Arnor ends in a compromise settlement.

164-166 Mong-Finn's Rebellion in Rhudaur. The Vaernil (Crown Prince) Eldacar defeats him and founds the citadel at Cameth Brin.

ca. 200-400 A new wave of Dunnish migration to Eriador follows the sundering and downfall of the Daen Coentis realm in the White Mountains. The Dunlendings become the native population of that part of Enedhwaith which is now renamed Dunfearan, or Dunland. Some also migrate into Eriador, where they form a base peasant population in Rhudaur and the lowest economic class in the Gwathló basin.

250-850 Administration of Arnor gradually moved from Annúminas to Fornost, on the North Downs.

ca. 400 Arnorian rangers under the Vaernil Tarcil explore north far into Forochel and beyond and over the Angirith Pass into the Grey Mountains.

ca. 500 First notable Easterling Wars with Gondor. Eriedain cavalry first created and many of the clans involved migrate eastward into Rhovanion in conjunction with Gondorian military ventures. Some distinct groups of Eriedain, like the Rivermen, still maintain independent "Northman" cultures in Arnor. King Tarcil of Arnor campaigns against the Orcs of Gundabad and Goblin-gate and gains regular access over the Angirith (S. "Iron Pass") at the northern end of the Misty Mountains, building roads later used by the Witch-king. Arnorian outposts are founded near Esgaroth in Wilderland.

ca. 600-860 Increasing tensions are noted between the lords of northern Arnor and their more worldly kinsmen in the southern areas of the Kingdom. The northeastern frontier of Arnor is withdrawn to the edge of the En Eredoriath, with Eldanar Castle as the primary citadel.

652 King Valandur of Arnor slain during a revolt of the Hillmen of the eastern marches.

861 Death of Eärendur of Arnor, who divides his realm among his three sons. Founding of the Sister Kingdoms Of Arthedain, Cardolan, and Rhudaur. The Palantir of Annúminas is moved to Fornost. Thorondur the Magnificent ascends the throne as the first King of Cardolan.

870-930 Explorations of Amlaith, first King of Arthedain. To avoid the tariffs of Thorondur, he attempts to gain new trade routes. His reopening of the Angirith, a successful duplication of the feats of King Tarcil, results in military trade missions as far east as Dorwinion and maps that the Arthedain will use for the next thousand years. The unwillingness of the Elves of Lindon to cooperate dooms Amlaith's plans to build a western port for seaborne trade with Gondor, An attempt to build a road and port north of Lindon in the Forodwaith runs afoul of the weather and results only in limited contacts and treaties with the Lossoth. Arthedain's dependence on Tharbad for trade will bind its policy and prosperity throughout the life of the Kingdom.

949-950 Aldarion of Rhudaur, the last of Eärendur's sons, attempts to reunite Arnor. The war ends in a few skirmishes, but it is the first slaying of Dúnedain by Dúnedain in the north.

ca. 1000 Sauron stirs once again. The Wizards (Istari) are sent from Aman to Middle-earth.

1050 First mention of the Hobbits in Elven records.

1084-1092 Arthedain, Cardolan, and Rhudaur undertake a more serious quarrel over Amon Sûl and its Palantir,

1100 The Istari and the Eldar discover that a Dark Power, known only as "the Necromancer," has built a stronghold at Dol Guldur, in Greenwood the Great, which eventually becomes known as Mirkwood. Attempts to eliminate the horror involve Arthadan adventurers and Elvish and Gondorian troops; they seem successful, but the area is tainted and impossible to garrison. The Necromancer eventually reappears.

1100-1200 Cardolan reaches its peak of prosperity under the reign of its fourth King, Tarandil, who introduces large scale sheep herding. Tharbad thrives as a center of trade and manufacture,

ca. 1100 Harfoot Hobbits enter Eriador; Fallohides and Stoors soon follow within fifty years. The Harfoots settle throughout the Gwathló basin.

1150 Fallohides follow Harfoots into Eriador; Stoors enter Rhudaur and settle in the Angle, between the rivers Bruinen and Mitheithel.

1197 King Calimendil of Cardolan attempts to conquer Rhudaur, which has fallen under the rule of a Hillman usurper.

1235 Disaster of Cameth Brin. Calimendil, besieging the capitol of Rhudaur, is surprised by an Orcish army from Gundabad. The professional forces of Cardolan cut their way out with heavy losses, but Calimendil, his sons, and all of the ruling Barons of Cardolan are slain when the Orcs capture the exposed Royal Pavilion.

1235-1248 The Time of Troubles in Cardolan. Civil war on national and baronial levels, foreign intervention, raids from Rhudaur. A Diet of Thalion summoned by the Wise elects Tarcil from among many claimants to the throne in 1258.

1276 The Witch-king, later better known as the Lord of the Nazgûl, establishes his realm in Angmar. Sauron, now increasing in power and establishing his network of Dark Priests and spies throughout Endor, has determined that the divided northern Dúnedain can be more easily destroyed than their southern counterparts.

1284-1287 Arthedain and Cardolan war over possession of Amon Sûl. Minalcar establishes himself as regent of Cardolan when his legitimate half-brother Tarastor proves ineffective as a military leader.

ca. 1300 The Hobbits move westward, many settling
around Bree. The Stoors become well established in the Angle and the abandoned lands of Eregion.

1301-1350 Rhudaur gradually falls under the Shadow, Finally, Hillmen and Dunmen allied with the Witch-king seize control.

1332 Death of Tarastor, deemed to be the last of the true line of Isildur in Cardolan. Minalcar, crowned as King, accepts Argeleb of Arthedain's claims to the High Kingship of Arnor in 1349 and is promised autonomy.

1352-1359 First Northern War pits Arthedain and Cardolan versus Rhudaur and Angmar.

1356 Argeleb I of Arthedain is killed in battle.

1408-1410 Second Northern War. King Arveleg of Arthedain is killed in the fighting in the Weather Hills; Amon Sûl is besieged and falls, though its Palantir is saved. King Ostoher of Cardolan and his sons fall in battle on Tyrn Gorthad. With Elvish help, the Arthedain gathered at Fornost beat back the barbarians.

1409-1500 Clans of Stoors from southern Eriador head east and recross the Misty Mountains, settling by the Gladden Fields of the Anduin Valley.

1412 Princess Nirnadel of Cardolan and the Regent, Nimhir, are slain in an unsuccessful coup. Civil war in Cardolan.

1414 Annael of Fëotar recognized as Canotar (S. "High Commander") of Cardolan with nominal powers equal to the Kings.

1432-1448 A civil war, the Kin-strife, erupts and divides Gondor.

1503 Gordaigh, a Dunnish adventurer, establishes the Kingdom of Saralainn. Most of the remaining baronies and other successor states declare their independence of the Realm of Cardolan soon thereafter. The lands east of the River Nen-i-Sûl and north of Fëotar are abandoned.

1601 Year One of the Shire Reckoning. In a bold move, Argeleb II grants to the Hobbits the Shire in southern Arthedain.

1630 Most of the remaining Stoors leave Rhudaur to join their brethren in the Shire.

1635-1636 During winter, the Great Plague sweeps into Rhovanion from the East.

1636-37 The Great Plague devastates Gondor and then strikes Eriador. The Hobbits suffer greatly, but are able to maintain their new homelands in the Shire. There are fewer fatalities overall in the North, but the Plague causes enough disruption to overturn the two centuries of gradual recovery in Cardolan.

1637 The Domain of the Warlord founded in Minhiriath,

1645-1666 The Hillman Revolt in Rhudaur. It ends with a Hillman Targ-Arm on the throne in Cameth Brin, secretly under the control of the Witch-king.

1689-98 Rogrog's War. The Hillmen are broken by a massive force of Orcs and Trolls. They dwindle in numbers thereafter and eventually disappear as a people.

ca. 1700 The few remaining Dúnedain of Cardolan abandon their homelands; equal numbers go to Arthedain and Gondor. Orcs and Wolves control the Mintyrnath highlands. The Cardolani Commons slowly migrate southward, but some resettle in fortified villages on or near the Gwathló.

ca. 1800 The increasingly severe winters gradually force a slow southern migration of much of the remaining peasant population of Eriador.

1856-99 Easterlings called the "Wainriders" invade Rhovanion, driving Gondor's armies out of the southern plains. A Wainrider kingdom is established.

1940 Arthedain and Gondor form an alliance against the Witch-king; Prince Arvedui marries Gondor's Princess Firiel.

1944 Gondor battles the Wainriders in her eastern provinces; King Ondoher and his sons fall in battle.

1945 Prince Arvedui's claim to the throne of Gondor is denied.

1973-75 The Third Northern War. In late 1974 Arthedain falls to the Witch-king, and King Arvedui flees, first to the Blue Mountains, then to Forochel, with two Palantíri. Most of the Arthedain of the North Downs and the Twilight Hills flee south and westward. An army led by Eärnur of Gondor sails to Lindon. In early spring of 1975 Cirdan's Elves of Lindon, Glorfindel's Elves of Rivendell, and Eärnur's Men of Gondor combine to defeat the Angmarim at the Battle of Annúminas, but the Witch-king escapes. In March, Arvedui and his men are drowned; the two Northern Palantíri are lost at sea,

1975-1985 Most of the surviving Arthedain emigrate to Gondor. Only the Bree and Shire folk are able to refound their homeland's.

1976 Aranarth, the last Arthadan Crown-prince, takes the title "Chieftain of the Dúnedain," founding the Rangers of the North, Elrond keeps the Arthadan heirlooms at Rivendell.

1979 Bucca of the Marish becomes the first Thain of the Shire.

1980-81 The Dwarves mining for mithril beneath the redhorn unleash a Balrog. He slays two of their Kings and drives them from Khazad-dûm. Many Dwarves become refugees in Eriador. The city becomes known as Moria and is a haven for evil creatures.

1999 Foundation of the Dwarven city under Erebor in Rhovanion. Most of the survivors of Durin's Folk go there. A small colony stays with the Blue Mountain Dwarves.

2050 King Eärnur of Gondor is slain by the Nazgûl. He has no heir, and the Stewards who rule Gondor thereafter have no interest in the North.

2052 After demolishing most of the remaining forts in central Cardolan, the Gondorian garrison in Tharbad is withdrawn. Most of the better folk go with them. The Cantons of Fëotar are the strongest of the petty states along the Gwathló.

2063 Gandalf goes to Dol Guldur but cannot discover the identity of the evil force residing there.

2116 The capitol of Saralainn is removed from Sudúri to Isenmouth.

2340 The thirteenth Thain, Isumbras, is first of the Took clan to rule the Shire.

2463 The White Council is formed and begins to meet regularly; it includes Saruman and Gandalf.

2480 Orcs under an ambitious new lord bar the passes over the Misty Mountains. It takes twenty years of effort for the Dwarves and Elves to reopen them.

2510 The Balchoth devastate northern Gondor, and some invade Dunland, Eorl the Young helps Gondor defeat them and is given the Kingdom of Rohan in time to take Dunnish pressure off the Eriadorans of the Gwathló Settlements.

2670 Tobold grows pipeweed in Southfarthing; pipe-smoking is the rage among Hobbits in the Shire.

2720-2750 Orcs invade Cardolan, slaying or driving off most of the remaining Eriadorans. An attack on Tharbad fails, and the Orcs drift away due to lack of plunder. Fëotar ceases to exist as a united realm, and Sudúri becomes the political center of the Gwathló settlements. Similar Orcish raids in the north devastate Bree-land, but Gandalf aids in a counterattack and the goblins are driven back eastward.

2747 Bandobras Took leads the Hobbits against an Orc-tribe invading the Northfarthing; Rangers assist the Hobbits, and the Orcs are defeated at the Battle of Greenfields.

2758-59 Gondor and Rohan attacked from all sides. Haradaic Corsairs conquer the coastal states of Eriador as part of this war, but divert their strength into assisting in the Dunnish attack against Rohan and *do* not penetrate farther north than Tharbad.

2758-2759 The Long Winter. Five months of icy, freezing weather chill the hearts of all in the Shire, Eriador, and Rohan, causing great loss of life. Gandalf helps the Hobbits endure. In the spring, Gondor and Rohan recover and drive off their enemies, Rohirric cavalry liberates Tharbad from the Haradrim as part of a campaign to punish the Dunlendings.

2759 Saruman receives the Keys to Orthanc. He begins to organize secret societies and spy networks in Dunland and Eriador, reducing the influence of Sauron's agents,

2760-2800 Local Eriadoran forces, aided by the Rangers of the North and by Saruman the White's agents, organize revolts and drive the Corsairs from their bases along the coasts.

2850 Gandalf enters Dol Guldur and this time discovers that Sauron is the Necromancer.

2911 The Fell Winter. Rivers freeze, including the Brandywine. White Wolves roam Eriador,

2912 Unprecedented floods following the Fell Winter destroy the Great Bridge and devastate Tharbad (which is abandoned),

2928-2950 Agents of both Sauron and Saruman make
an effort to infiltrate the Rangers. Saruman's spies gradually win out, and the Dark Lord's best chance to learn of an heir to the Line of Isildur is lost.

2931 Aragorn II (Strider) is born.

2933 Aragorn is taken to Rivendell for tutoring and protection; his royal heritage is kept secret until such time as the traitors in the Ranger organization are discovered.

2941 Quest of Erebor. Gandalf and Thorin Oakenshield, the heir of Durin's Line, hire Bilbo Baggins for the expedition. Bilbo acquires the One Ring, but does not realize its significance. Bard slays Smaug when the Dragon assails Lake-town, Later, the Battle of Five Armies takes place around Dale and Erebor. There the Orc-tribes and Wolves of the North are vanquished. The White Council drives Sauron from Dol Guldur, ending his minimal interest in Eriador at a crucial time.

2942 Bilbo returns to the Shire with the Ring of Power.

2949 Gandalf and Balin the Dwarf visit Bilbo in the Shire.

2951 Sauron openly declares himself and rebuilds Barad-dûr. At Rivendell, Elrond reveals to Aragorn his ancestry and gives him the sacred shards of Narsil, Elendil's enchanted sword.

2953 Last meeting of the White Council. Saruman is alienated and his agents in Eriador gradually begin to operate against the Rangers, allowing him to secretly gather an independent military force that includes Orcs bred in the Underdeeps of the Misty Mountains. Noticing Gandalf's interest in the Shire, Saruman sends additional spies to Bree and the Southfarthing.

2956 Aragorn II and Gandalf meet and befriend each other.

2980 Aragorn and Arwen are engaged to marry.

ca. 3000 Saruman uses the Palantir of Orthanc and is entrapped by Sauron. For the first time, Sauron learns of the Rangers guarding the Shire.

3001 Bilbo leaves the Shire for Rivendell; the Shire guard is doubled.

3004-3008 Gandalf visits the Shire to see Frodo.

3010 Increased Corsair activity closes off the sea routes between Eriador and Gondor.

3018 Boromir of Gondor travels across southern Eriador searching for Imladris. He loses his horse while fording the Gwathló at the ruins of Tharbad.

3018-3019 The War of the Rings rages, and the Company engages in the Ring Quest. Saruman is killed, the One Ring is destroyed, and Sauron is cast out of Middle-earth.

3019 Aragorn is crowned King Elessar of the Reunited Kingdoms of the Dúnedain. Remnants of Saruman's forces establish themselves in Tharbad.

3019-3021 Arnor is refounded and plans are developed for the rebuilding of Annúminas.

FOURTH AGE

1 Beretar, Senior Captain of the Rangers of the North, is made Prince Regent of Arnor. He supervises the clearing of Saruman's forces from Eriador. The Gondorian fleet, newly equipped with captured Corsair vessels, clears the sea lanes between Gondor and Sudúri. The Saralainn lords declare the allegiance to the Reunited Kingdoms.

3 Forces of King Elessar evict the bandits from Tharbad and reopen the Old South Road.

5 King Elessar, after conferring with the Siranni Elves and Cirdan, adds the Westmarch and Buckland to the Shire. He issues an edict forbidding Men from dwelling in it. He establishes permanent posts at the traditional strategic points in Eriador and begins to hire Hobbits and Eriadorans to rebuild Annúminas.

4.0 THE LAND

The lands now known as Eriador are no less ancient than any others in Middle-earth, and, like so many others, they have been much changed since the Song of Creation first brought them out the void. Beleriand, which lay to the west of Eriador, foundered and sank into the sea. Other realms to the south were forest and grass, but became deserts; and still others have risen to become mountains or fallen to become bog and fen. The ire of Melkor, the first Great Enemy of the world, had a direct part in setting the bounds of Eriador. The Iron Mountains, which bordered it on the north, were raised to protect his frozen domain; the Misty Mountains, on Eriador's eastern side, were said to be raised by him also, to hinder the riding of Oromë, the Huntsman of the Valar, from Aman into the east of Endor.

The Essence, the Power of Eru's thought that flowed through that initial creation, ebbed and dwindled as the world passed through successive ages and events. While, in the hands of the Valar, it could produce great beauty, in the hands of Evil it could do great destruction. The dramas produced by these conflicting drives have faded and been obscured with the passage of time. The world as it exists in the Third Age is ruled, for the most part, by its own natural laws, those of rain and wind, rock and soil, and life, growth, and death. "Magic," as humans call the ancient Power, is a minor factor in the day to day working of Middle-earth in recent times, and natural forces have used the long ages to cover the scars it made in the past.

The heart of Eriador is an upland plain, a great, shallow bowl of sedimentary rock, mainly chalky limestone, almost four hundred miles across. Settled between the Tower Hills and the Misty Mountains, averaging just under a thousand feet above sea level, it tends to be covered by only a thin layer of powdery soil. Rainwater, while relatively abundant here, seeps quickly down into the rock layers, leaving little moisture for trees save where natural traps and dtps in the bedrock hold dirt and nutrients eroded from the hills. Instead, most of the upland is a chalk prairie, a dry plain covered with tough grass (heblas and sinblas) over dusty, whitish earth.

At the center of the bowl are the Weather Hills; from Weathertop, it is said, a man with the eyes of the ancient Elves can see the sun rise over the Misty Mountains and set over the Blue; and, to travelers, that great hill marks the mid-point of any journey between the two ranges. The flattest portion of the chalk prairies lies east of Weathertop. This Oiolad (S. "Endless Plain"), not dark forest or jagged mountains, is what the Eriadorans first think of when they refer to "the Wild," and few of them have ever dwelt there.

West of Weathertop, the rock layers sag somewhat and the basins produced have been filled with better soil by the mighty Baranduin River and the myriad streams flowing off the Weather Hills. From the hills westward, these blessed, fertile, sometimes well-populated basins include, first, the Midgewater Marshes, then the Chetwood and Bree-land, and finally the Old Forest and the Shire. The western and southern edges of the Eriadoran upland are just beyond Bree and the Shire; the rock layers are here lifted slightly to form the rim of the bowl, but have eroded to form rings of downs, the outward-facing bluffs that extend from northern Arthedain through the Shire and across northern Cardolan.

Upon the west, where Beleriand met Eriador in ancient times, the Blue Mountains crumpled against the upland to make the Tower and Twilight Hills, both pressed against the edges of the outermost rows of downs. Within the bounds of the upland itself, irregular intrusions of granite arose to form smaller clusters of hills, such as the Pinnath Gelin and the Pinnath Ceren.

These irregularities, hints of ancient conflicts between spirits of fire and earth, were only a foretaste of the power that forced up, on the opposite frontier of Eriador, the mighty peaks of the Hithaeglir, the Misty Mountains. They compose what resembles a great wall of rock. The wall runs nearly nine hundred miles from north to south, marking where the earth split along a long faultline and was thrust upward in a last great cataclysm back in the Deeps of Time, in the waning years of the ages when such power could still be easily raised by the Great Enemy.

The Hithaeglir present their steeper face on the east, standing against the foretold birthplace and migration of the Firstborn Elves. The force of the uprising of this mighty slab of rock, however, which created peaks two miles high overlooking the Vale of Anduin, also lifted and wrecked the lands to the west of the mountains. Indeed, a great expanse of white limestone and red sandstone of the Eriadoran upland was pushed up, broken, and split by this event. They form a series of rugged fells along the western flanks of the Hithaeglir.

The fells are composed of rugged, boulder-strewn, jagged landscapes, deeply eroded by the many sources and tributaries of the mighty Gwathló river, running from Angmar at the northern end of the Misty Mountains through Rhudaur and Eregion to Dunland at the southern end. Thin-soiled and almost impassable, they have never been thickly settled at any time in Eriadoran history, and then only along narrow river valleys.

In the south, where the rock layers of the upland fall towards the sea, lies the best land in Eriador. Here a coastal plain, covered by the forest called the Taur Druinod, once carried the Gwathló for hundreds of miles through wooded lowlands. Yet another cataclysm, released by Morgoth in the War of Wrath, sank Beleriand into the sea and also dropped the Eriadoran coastal plain some hundreds of feet, drowning much of it. The remainder of the coastal lands, hilly or rolling country for the most part save near the mud and shoal-choked estuaries of the Gwathló and Baranduin, are known to the Men of Cardolan as Minhiriath, and they still show the effects of the catastrophe after thousands of years.

The sudden change in the pitch of the land caused massive erosion wherever the earth was unprotected by thick growth. The drowning of the old coastline and the flow of mud from the erosion inland ruined most of the harbors along the coast. Ships can only find anchorage in Eriador in a few carefully chosen ports, most either heavily dredged and sea-walled or far up the estuaries. The "Forest Wars" of the Second Age aggravated these problems; cutting and burning the ancient forests of Cardolan left nothing to keep the soil in place; so much of it ran to the sea that the forest never regrew and its loss became part of the laments of Men and Elves.

On the northern and western edges of Eriador, where few men dwelt either in the Elder Days or now, the effects of Morgoth's final agony were felt even more severely. There the River Lhûn had once flowed with a cold current from the Blue and the Iron Mountains into the beautiful Lake Evendim and thence into the Baranduin. The War of Wrath saw power released that split the Blue Mountains apart, and the Lhûn turned to flow down through the jumbled wreckage of peak and forest to the sea. The Iron Mountains were wracked by a titanic convulsion that tore their roots away and cast the peaks down almost to sea level, leaving a jagged ridge of cloven foothills, the Rammas Formen (S. "North Wall"), to mark a new boundary of Eriador. The remains of the mightiest range of mountains on the planet became the edge of the Northern Waste, a bog, dust, and boulder strewn tundra plain, covered with snow and ice much of the year as the cold of Morgoth's northern realm swept south to afflict Eriador with regular frosts and winters.

Against such twisting and rending of the continent, the natural powers of Middle-earth fought a slow, patient battle. Rain, seasons and generations of it, washed the dust down towards the sea and spread it along and over the banks of the rivers. Grass and heather crept over barren hills and plains to replace the forests and hold what was left of the soil; moss and lichen covered the tundra, and herbs and flowering shrubs sought out the crumbling rock precipices and brought life back to them. Lakes filled with clean water, deer and sheep grazed on the downs, and Men and Hobbits learned to till the land and care for it. Despite the anger of powerful spirits and the folly of Men, Middle-earth prevails.

4.1 GEOGRAPHY OF ARTHEDAIN

THE LANDS AND BORDERS

Arthedain, the northern realm of the exiled Dúnedain, is bordered by the River Lhûn to the west and extends north to the icy plains of the Northern Waste (also called Forochel or the Forodwaith) and east to the Weather Hills (S. "Emyn Sûl"). It includes within its territory all the land north of the Great East Road between the Lhûn and the Hills, with a irregular border enclosing an area *some* four hundred miles across in any direction. Its heartland has always been the northern half of this territory, the Twilight Hills (S. "Emyn Uial), and the North Downs (S. "Tyrn Formen") to the east, where Fornost Erain, the capital of the realm and the seat of its King, .stands only a day's ride from the Oiolad, now a frontier with the hostile realm of Angmar. The Weather Hills, little inhabited, form the southeastern flank of these frontier defenses, while the Rammas Formen (S. "North Wall") composes the northern flank along the edge of the Forodwaith. Behind this shelter, the Midgewater Marshes and Bree-land rest at the junction of the Great East Road and the North Road which connects Fornost with distant Cardolan.

The Baranduin River flows from the Twilight Hills southward across central Arthedain. The higher, rougher, eastern side of its valley is the NanTurath,or "Kingsland." Although it isn't nearly as rugged as the hill and down country around at the headwaters of the river, it is rocky enough that only the narrow valleys of streams are arable. On the western side, in the old Arnorian province of Siragalë, the land *is* far better; the Hobbits have settled here in large numbers to create the new territory they call the Shire. Past Bree and the Great East Road on the lower Baranduin lies dying Cardolan; and west of the Shire and the Twilight Hills is the Elvish realm of Lindon. Neither is a great threat to Arthedain, and both are sad reminders of the slow decline of the Free Peoples in Eriador.

The mix of semi-desolate landforms with fertile ones had a decided effect on the societies of the Eriadorans who first made their homes here in the early Second Age. The chalk prairies never received any substantial settlement of herdsmen or anyone else. However, the hill country possessed a pattern of vegetation called silvan woodland, named for the Elves who roamed it before human settlement. Hardwood forests flourished here, spreading out from the best water sources towards the hilltops; only a few rocky exposures and glades were bare, sporting grasses and ground cover. Eriadoran clan-holdings were usually located in the sheltered, woodland vales, although their herdsman wandered the exposed heights and the prairies.

The downs, where drainage left less water, supported only tough grasses and heather; these open areas were called moorlands, or simply moors. Here bare rock showed often, and trees and brush were, often literally, hidden in pockets and ravines. Tree-clearing and heavy grazing turned the silvan country into moorland in the Second Age. Even the first Dúnedain to travel into Arthedain from the south never knew much of the silvan country when it was in full growth. Many of them thought that only the Elves, who preserved the tree cover of Siragalë by simply never farming it, could make forests grow.

The Dúnedain first sought metals and minerals not already being mined by the Dwarves. This strategy succeeded, to some degree, because the available mineral wealth of Arthedain was in deposits too small to attract Dunn's Folk. Wealth there was, however, thanks mainly to the small igneous intrusions located here and there under the Arthadan hill country.

Copper and cobalt were both found in the Pinnath Ceren, on the lower Baranduin in Cardolan. The tin to make bronze out of the copper came from deposits in the Hills of Scary, west of the Baranduin in Elvish country, and from the North Downs, near where Fornost was eventually built. Fornost also provided the Men of Eriador with enough silver to allow coins to be minted. Lead, in mineable quantities, salt, sulfur, and more obscure minerals were also found in the north country. The chalk itself yielded flint for fire-building and marble for stone working, with quality building granite also exposed around the steeper hill masses. The bogs provided "turf or "peat," compacted plant material that could be burned for fuel when the forests gave out or "baked" into a pure form of charcoal for use in making the famous Arnorian High Steel.

The original Eriadorans lacked good steel for tools and also the social organization to make this decidedly varied land prosper. Their herdsmen roamed most of the country, but they tended to form petty tribal kingdoms around each individual small mine or fertile valley. When the Dúnedain began arriving in numbers they were often welcomed, as even the peaceful astronomers who wanted only empty hilltops and clean air for sky-watching could be a unifying and pacifying force. The Elendili, the refugee Faithful of the later Second Age, with their literacy, knowledge, and immensely long lifespan, finally provided the north country with the unity and skills it needed to flourish.

CLIMATE

Normally—but for the frigid tundra of Forochel, of course—Arthedain is a land blessed with a cool but pleasant climate. The moderating influence of sea winds and air currents brought from the Gulf of Lhûn and through the gap between the north and south ranges of the Blue Mountains has favored the realm with abundant rainfall and sunshine and comfortably cool summers.

Since the rise of Angmar in the far northeast of Eriador, the climate of Arthedain has changed for the worse, especially in the northern hills. Winter hangs on, the spring thaw is delayed, and people begin to wonder if the snow will ever melt. When summer bursts upon the scene it comes violently, with ice and hail storms and fierce winds that flatten the crops as they ripen in the fields. The Arthedain have carried on as best they can. The Men of the hills and the Hobbits of the Shire shield their crops and animals from the brutal summer storms and the winter wind's frigid reach, and they burn turf and twisted grass to make their dwindling firewood supplies last the year through; but they ponder how long they themselves can persist in the face of such adversity. The High Folk huddled at Fornost wonder too, and offer prayers and incantations as the soldiers drill in the windswept courtyards below the King's Chambers. The Seers' warnings to the King are clear: the Witch-king's magic is as powerful as it is menacing, and the very wind may be at his command.

4.2 GEOGRAPHY OF CARDOLAN

The lands of Cardolan, like its people, are quite diverse. Within its borders one can find deep and ancient forests, rocky coasts, rolling hills arrayed like lines of massive, ruddy warriors, and some of the richest farmland in all of Eriador. However, most of the landscape is dominated by slowly rolling, treeless grassland, a bleakness offset only by the teeming city of Tharbad, the Queen of the North.

The Kingdom of Cardolan encompassed, when it was still one nation, all of the lands between the Rivers Brandywine, Greyflood, and Hoarwell (all known by their Elven names: Baranduin, Gwathló, and Mitheithel) as far as the Great East Road as it passed south of Bree and Weathertop on its way into the Oiolad. This forms an area roughly six hundred miles long by one hundred and fifty across. The Old North Road, or Iaur Men Formen, cuts down across Cardolan from Fornost, turning southeast to reach Tharbad. The Redway, or Men Ceren, enters Cardolan at Sarn Ford and joins the North Road at Metraith. Taking the road from Sarn Ford to Tharbad one actually follows the edge of the Eriadoran upland, barely discernible here as it merges with the coastal hills and river flood plains. It divides Cardolan fairly neatly into two geographic zones: Minhiriath (S. "Region of the Streams") to the southwest and Mintyrnath (S. "Region of the Downs") to the northeast.

In the Elder Days, Cardolan was covered by the Taur Druinod, the primordial forest that then spread over all of southern Eriador and beyond. The Eriadoran coastal plain extended considerably farther to the south and west to become the southern most extension of ancient Beleriand. When these lands sank beneath the ocean at the end of the Elder Days, all that was left of this mysterious, magic-haunted region was the Dark Cape (S. "Rast Vorn") and its Dark Woods (S. "Eryn Vorn"), the Old Forest (S. "Taur Iaur") on the middle Baranduin, and the less enchanted woods that still spread over most of Minhiriath. The great forests of Minhiriath were destroyed during the Eriadoran-Númenorean wars of the mid-Second Age, and the subsequent erosion turned the land into much bleaker silvan woodland and moors. The most fertile areas of Cardolan in later years were those that were regularly renewed by the annual flooding of its great rivers, and it is there that most of the population came to live.

THE RIVERS

On the whole the geography of Cardolan is dominated by the great river valleys on its borders. The Baranduin (S. "Long Gold-brown River") traces a lazy path down from Arthedain to the sea, forming much of the northwestern border of Cardolan. It gets its color, and hence its name, from the rich earth along its banks. The Baranduin is an old river, wide and slow; but it is also shallow, so there is little commerce on its waters and no major ports of note.

The Mitheithel (S. "Grey Spring") on Cardolan's eastern frontier is born in the snows and springs of the highlands of Rhudaur. A raging narrow torrent, it is only

partially subdued when it is joined by the river Bruinen at the apex of the Angle in southern Rhudaur, where both rivers leave the highlands. It continues on down to the Nin-in-Eilph, the Swanfleet Marshes, just above Tharbad. There the Mitheithel joins the River Glanduin coming out of Eregion, giving birth to the Gwathló (S. "Shadowy River from the Fens").

The Mitheithel can be navigated with difficulty from Tharbad to the Angle, but it is virtually unfordable for its entire course. The Gwathló, on the other hand, is broad and slow river like the Baranduin except during the spring floods. It is deep and can be navigated by ocean-going ships as far as Tharbad. The winds on the Gwathló are predominantly westerly, and the river is full of ever-shifting mud-banks, so smaller ships and barges ply most of the trade. This trade is considerable, for the sea route to Gondor is much faster than the land route. It has made Tharbad the center of most of the mercantile traffic coming out of the north. The smaller port of Sudúri, much closer to the sea, is the primary city of the Kingdom of Saralainn and the hub of local trade in southern Cardolan. The annual flooding on the Gwathl6 is much more serious than that of Cardolan's other rivers, especially along its northern bank. After a severe winter, Tharbad may become a virtual island for several weeks during the spring.

The Lands and Borders

Minhiriath, the southwestern half of Cardolan, receives its name for its myriad streams and minor rivers that empty into the Baranduin, the Gwathló, and the sea. Minhiriath can be further divided into four geographic districts: Eryn Vorn (S. "Dark Woods"), the central plain or Saralainn (Du. "Exalted Land"), the Ginthlin Highlands that parallel the south bank of the Baranduin to form the northern rim of the Saralainn, and the Gwathló basin. The Eryn Vorn covers the Rast Vorn, a large peninsula lying to the south of the mouth of the Baranduin. The wood is an ancient forest; the trees themselves seem to share the malice of its aboriginal inhabitants, the Beffraen, both anachronistic survivors of the Elder Days. The Eryn Vorn has remained relatively unexplored throughout the history of Arnor.

The central plain, Saralainn, is rolling and relatively featureless, save for its countless rivulets. Areas near streams are reasonably fertile, but most of the country is moorland, fit only for raising sheep. The name Saralainn is attributed in folklore to a particularly glib Dunnish Bard who was promoting settlement in the area and named the land "exalted" as one might name an icy wasteland "green."

The highlands of Girithlin rise several hundred feet above Saralainn and the Baranduin valley in a series of gently rolling ridge lines, but aside from sharply sculpted erosion features that seem strangely reminiscent of desert landscapes, they are not distinguishable from the plains.

The Gwathló Basin comprises the region that is subject to flooding by that river. It is very narrow nigh to the sea and irregularly spreads until it is almost eighty miles across near Tharbad. The floods are an inconvenience to the region's inhabitants, but the silt endows the floodplain with the richest farmlands in the North. The Gwathló basin serves as the breadbasket of Eriador, though most of its surplus goes to feed Tharbad.

Mintyrnath is technically the highland portion of Cardolan. Its most populated region is nonetheless a part of the river valleys around which life in Cardolan has always centered. A substantial chunk of the Gwathló basin extends upriver from Tharbad, where the Mitheithel has carved a narrow floodplain out of the southern edge of the Eriadoran upland. This arable stretch of valley, known to soldiers as the Marches or, more formally, as the Hoarwell Marches, extends up into Rhudaur; it is the traditional path of travel and warfare between the two countries.

Above the valley and on the edge of the upland, there is an extensive series of massive, south-facing, rocky bluffs, the Tyrn Hyarmen (S. "South Downs"). The outer rim of the Eriadoran upland, the South Downs were never heavily populated and have been almost uninhabited since the fall of Rhudaur; beyond them eastern Cardolan merges into the Oiolad. Including the dry downs and hills around its edges, the Oiolad is more properly known as the En Eredoriath (S. "Lone-lands"), and it was once ruled by a Cardolani Baron under that name.

The western extension of the South Downs, beyond where the Old North Road runs through the Gap of Andrath towards Bree, is the Tyrn Gorthad, the Barrow-downs, sacred to the Dúnedain as the burial place of the Arnorian kings and their Adan ancestors of the First Age. In the time of the Great Plague, the barrows were cursed and taken over by Barrow-wights, evil spirits summoned by the magic of Angmar. The shepherds and religious communes that once flourished here have almost all fled.

Along the Baranduin just upriver from Sarn Ford lies the hilly plateau of the Pinnath Ceren, the red hills that give Cardolan its name, an ancient mining center still a stronghold of Eriadoran independence. Upriver from the Pinnath Ceren, tucked into the northwest corner of Cardolan between the Barrow-downs, the Great East Road, and the Baranduin, is the Old Forest. Like the Eryn Vorn, this is a dark and dangerous place where the trees seem to remember and hate those who destroyed their once innumerable cousins. The home of the mysterious spirit known as Tom Bombadil lies within these woods. He is more commonly known as Orald to the people of Cardolan, though he plays small part in their affairs.

The coast of Cardolan around the mouth of the Baranduin is generally rocky, with a kind of rugged beauty recognized only by its inhabitants. There are few harbors of any sort, but the area is fairly well protected from storms, and its resources, primarily shellfish and small whales, are extensively utilized.

The coasts of Rast Vorn, on the other hand, are the most treacherous known to Dúnadan mariners. There are innumerable shoals and reefs here, often shrouded in thick banks of fog. The exposed northern and western shores are steep and offer few places to land at need. The southeastern shore is covered by reedy marshes and said to be inhabited by foul and unnatural creatures. The native Beffraen often attack those who do manage to find shelter on these coasts.

In contrast, the shores of Saralainn are notable for their broad beaches and dunes. The natives have taken little interest though, perhaps because of the storms that strike the beaches roughly every decade, devastating these low-lying areas. Trade goes upriver to Sudúri, for the most part. The city's location solves most of these problems that defeated the millennia-long Númenórean effort to construct a port at Lond Daer.

Cardolan abuts Arthedain on the north, the En Eredoriath on the northeast, Rhudaur along the river corridors leading up into the Trollshaws, and Eregion and Enedwaith on the southern banks of the Mitheithel and Gwathló. Eregion is broken country like the fells of Rhudaur; it is troubled by Elvish "haunts" as well. Few Eriadorans go there, although both Men and Hobbits dwell close along the banks of the river. Enedhwaith, with only a narrow strip of flood plain on its side of the Gwathló, is perpetually impoverished, the domain of Dunnish clansmen and Trolls, both of whom trouble the Cardolani who live along the shore or cut timber inland in the still extensive forests.

Cardolan has, overall, far more agriculture and far fewer other resources than its sister-realm of Arthedain, One redeeming feature is the set of amber beds found along the south bank of the Baranduin near its mouth. They have provided the ruling house of Girithlin with a steady income for centuries. The Ginthlin Highlands, where they fade into the Eriadoran upland along the Redway, include a major ridge line called the Pinnath Nimren (S. "White Ridges"), named for its many exposed marble faces. It is the best source of quality building stone in southern Eriador. A more important resource is found in the Pinnath Ceren (S. Red Ridges"). Along with providing the paving stones for the Redway, the various ores that provide this color were extensively used for metals by the Northmen who inhabited the woods of Eriador before the return of the Númenóreans. It became a center of resistance to Númenórean colonization efforts because the Pinnath Ceren were the only source of a rare (and now mined out) alloy of tin and cobalt that could be used in the relatively primitive smelters of the Northmen to make Cardolan Brass, a red metal that could almost stand up to the High Steel of Númenor.

Climate

Although the landscapes of Cardolan may seem monotonous at times, the weather provides plenty of variety. Cardolan has a humid mid-latitude climate which is mild on the average, but which is subject to some of the most severe weather in all of Endor. Minhiriath and Mintyrnath have distinguishable weather patterns, however. As a general rule, Mintyrnath runs about 5 degrees cooler. Both regions have cool, wet springs, summers that are usually dry and moderately hot, cool wet autumns, and cold winters.

The weather patterns are dominated by warm, wet air coming off the ocean, and the cold, dry air of the Misty Mountains and Forochel. In the late spring and early summer these air masses are prone to collide with often disastrous results. Most of the damage is done *by* severe thunderstorms, but these can very easily escalate into hail and tornadoes. The latter are most prevalent in central Cardolan, particularly during the month of Norm. Less frequent, but more devastating, are the hurricanes that spin out of the equatorial seas and strike the coasts. In the early fall of every third year, fierce gales hit the shores; about one storm per decade will wreak widespread havoc; and one per century will be a monster. Old folk might still speak, for instance, of the "Ireful Storm of 1081." The predominant normal wind direction in Cardolan is a strong westerly (wind out of the West) that tends to complicate navigation of the Gwathló.

With its limited forest cover, temperature tends to increase sharply in Cardolan during the day and drop just as quickly at night. It is not unusual for the temperature to vary thirty-five degrees in a twenty-four hour period, especially during the summer and at higher elevations. The average temperature in Cardolan has been dropping very slightly over the past two centuries; this change has made more difficult the task of Cardolan's farmers, who cannot easily afford to battle the late killer frosts in spring or to lose a few days off their growing season in the fall. The superstitious attribute this to the malice of the Witch-king of Angmar. Indeed this trend will worsen until his departure in T.A. 1975, and then gradually improve.

4.3 GEOGRAPHY OF RHUDAUR

Rhudaur is by no means a vast land, but for its size it offers a great deal of geographic diversity. Landforms range from huge hills edging the Misty Mountains to flat expanses of plains and deep forests as tall and ancient as any in Middle-earth. Rhudaur can be divided into three zones: the Highlands, the Trollshaws, and the Lowlands. The Highlands are composed of the foothills of the snow-capped Misty Mountains and the crests of the Famera-Grish(Hi. "Giant's Steps) or the Great Spur, which form the northern border of Rhudaur. The northern Highlands are divided into the Ettenmoors, at the foot of the mountain spur, the Ettendales, along the River Mitheithel, and Cold or Pinefells, south and eastward towards the Misty Passes.

The Trollshaws form the central part of Rhudaur, between the Rivers Mitheithel and Bruinen. This area is primarily woodlands, scattered over rugged hill country. The largest continuous stretch of woodland, and the only one distinct enough to carry a separate name, is in the south, the Yfelwyd, or Evil Woods. The Lowlands form the southern and eastern borders of Rhudaur. South of the Yfelwyd and between the Rivers lies the broken but still arable region known as the Angle (S. "En Egladil"). To the west of the River Mitheithel stretches the Oiolad, the flat "Endless Plain" of the En Eredoriath, over which the Rhudaurim and Hillmen have raided more favored regions time and time again.

THE HIGHLANDS

The Highlands of Rhudaur comprise an area of large hills, some rising to over fifteen-hundred feet above their bases. The hills, which run in irregular curved lines from the southwest to the northeast, are classic fells; that is, they are relatively "young" hills, created by the violent uplifting of the Misty Mountains in the deeps of time. They are jagged and little-weathered, holding very little topsoil. These features are particularly true of the northernmost hills, the Ettenmoors, also known by the translation of their Hillmen name, the "Granite Sea." The name does not derive from the many hills, but from the landscape itself, which is strewn with boulders and outcrops of granite. The rocks range in size from that of a child's ball to that of a large villa, and they are often grouped in crazy jumbles through which passage is impossible for anything larger than a rabbit.

To the south of the Ettenmoors, the hills are smaller and the granite less profuse, forming the region called the Ettendales. The Ettendales hold many springs that feed the River Mitheithel; however, the region suffers from poor drainage, especially during the spring melt. In the vales between the hills lie many stagnant bogs. The Highland's immediately to the south and east are much like the Ettendales, except that they are well drained and heavily wooded. Most of the trees in this area are evergreens; thus, the region is called the Pinefells. Some call them "Coldfells," for the cool winds and waters of this locale are legend.

THE TROLLSHAWS

The Trollshaws region takes it name from the creatures who favor and inhabit it, the Hill Trolls. This is rugged country, but aside from Cameth Brin, few hills rise more than 800 feet over their adjoining vales. The Trollshaws are wooded, but for the most part the trees are gathered in small dense patches with extensive open ground between them. Heavy brush grows along the edges of these groves, extending well into the woods wherever the trees are thin enough; this terrain is quite popular with wolves. Despite these dangers, the Trollshaws are the winter ground for Rhudaur's vast herds of Losrandir (S. "Snow-wanderers"). This is also the only region in Rhudaur where the soil can be called rich, although even here it pales beside that found in the rest of Eriador.

The most significant forest in Rhudaur, the Yfelwyd, grows on the southern side of the Trollshaws just above the path of the Great East Road. It is an ancient and dense pair of wooded stands which have stood beyond the memory of all thinking creatures. The Yfelwyd is not a wholesome place; a feeling of unease and latent evil creeps out even to its eaves. It is known to be the home of the Forest Trolls, who are small as Trolls go, but numerous. Huge wolves roam its fringes, and some say that the trees themselves have become infested with evil and are capable of active malice. Little light penetrates through the leafy canopy of the great trees, so the Yfelwyd is always dim and gloomy. Stories speak of places within the forest never touched by the light of sun or moon, and here even Elves and Hillmen fear to go.

THE LOWLANDS AND THE RIVERS

The Angle consists of rolling, grassy hillsides broken here and there by jagged fells and occasional stands of trees. For the most part, the constant wind from the northeast and the rain cascading off the fells carries away the topsoil, so agriculture is difficult except in the relatively protected and fertile areas along the riverbanks. The swift and sparkling Mitheithel (Hoarwell) is born tn the snows of the Ettenmoors and the springs of the Ettendales. In spring, when the snows melt, it becomes a raging torrent, but even in the early fall it cannot be forded between the Last Bridge (S. "Iant Methed") and the Ettendales. The Mitheithel does freeze over in the worst cold of winter, but the force of the current under the ice makes any crossing dangerous, and few will try that trick except in desperation.

The Bruinen (S. "Loudwater"), rising in the snows of the Misty Mountains, is far more sedate than her sister, whom she joins at the very apex of the Angle. The Hillmen consider this river to be under the magical influence of the Elves of Rivendell and so try to avoid it.

CLIMATE

The climate in Rhudaur is markedly colder than that of southern and western Eriador. By far the most noticeable feature of the weather is the extremely heavy winter snowfall. There are lands in western Middle-earth that are colder than the Trollshaws, but one must travel far north to find even half as much snow. In the Highlands, the white carpet begins to form in mid-autumn and does not recede until late spring. Those learned in the lore of weather say that the heavy snows are caused by the convergence in Rhudaur of warm wet winds that come up from the sea along the Gwathló-Mitheithel river valley and frigid air from the Ice Bay of Forochel that sweeps down unchecked between the Blue Mountains (S. "Ered Luin") and the Misty Mountains. This cooling of moist

sea air is aided by the altitude: even the valleys of the Ettenmoors and Coldfells are 1500 or more feet above sea level. Falling snow is usually dry and flaky, except for late winter, but these qualities serve only to increase the accumulation.

Although the snows and cold effect Rhudaur as a whole, it is appropriate to discuss the climate in terms *of* the three geographic zones: the Highlands, the Woodlands, and the Lowlands. As noted above, the Highlands see the heaviest and longest snowfalls; even when it does not snow, the land is afflicted with chilling rains. These lands are always cold, except for a brief period beginning in late spring called the Maelmoigh, or the "Great Melting." At this time, the steady cold wind from the north abates, and warm air rushes up from the south. The warm air reacts with the snow-covered ground, and soon a dank and impenetrable fog settles over the hills. The fog is called the Snaghag, or "Snow-eater." During the Maelmoigh all creatures that walk or fly stay close to their homes. Soon the ground is mostly uncovered, and the melted snow turns tiny rivulets and dry gullies into frightening deluges. Adding to the threat of floods are cold and heavy rains brought by the north wind. These rains last but a month as summer comes to the rest of Eriador. Summer days in the Highlands are sunny and almost warm, but the nights remain very chilly. In the early days of fall, the brief warmth fades and dies.

The hilly Woodlands of Rhudaur share the snows and cold of the Highlands, but here the severity is lessened by the presence of the forest. The warm winds of spring come sooner to the Woodlands, and the melt-off of winter snows is far less dramatic. In late spring, some flooding occurs, but the chief problem is that rivers become almost impassable. There is a genuine summer here, although the nights remain cool. It may even get hot when warm air masses from the southern plains creep northwards. The corning of fall is swift, but far more gradual than in the Highlands. Once winter arrives, it is severe and unyielding.

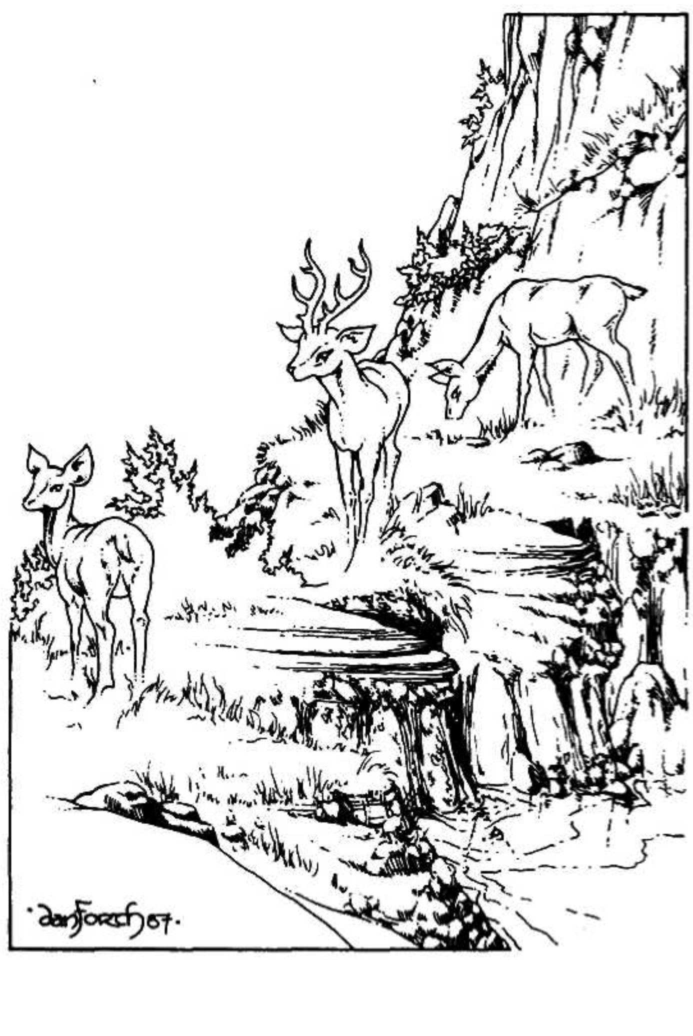
Weather in the two Lowland regions, the Oiolad and the Angle, is quite different from the test of Rhudaur. Here, spring is warm and pleasant, and summer is hot and humid. Snowfall is found only in mid-winter, and much more precipitation falls in the form of rain. Bogs appear in mid-spring, and the melting snows of the north cause considerable flooding along the river banks. Fortunately, the plains of the Oiolad also see much less snow than elsewhere in the region, as the storms blow through very quickly. What does fall presents a problem because of the heavy drifting caused by the constant north wind; yet these same winds tend to keep the plains cool in the summer.

5.0 FLORA AND FAUNA

The lands of Eriador are an integral part of the continent of Endor, yet they are geographically isolated. To the north lies the vast desolation of the Northern Wastes, to the east rise the mighty Misty Mountains, to the southeast lie the broad White Mountains, and to the west is the sea. These barriers prevent the easy immigration of new species into Eriador, and many of those who have come here since the Elder Days were brought by the Men who have undertaken the trek.

CARDOLAN AND SOUTHERN ERIADOR

As the Ents recall, all of southern and central Eriador was a single forest before the arrival of the first Elves. This vast expanse of ancient hardwood trees, the Taur Druinod, was tended and inhabited mainly by the Ents and other Faerië beings. It began to lose its vitality towards the end of the Elder Days due to the baneful effect of Morgoth's war upon the Elves and the lessening power of magic in the world. The early Second Age saw a general warming trend, due partly to the removal of Morgoth from the world and partly to the foundering of Beleriand, which brought most of Eriador within the reach of winds from the sea. The change put considerable pressure on the delicate balance of life of the woods. And with the rise of advanced societies of Men towards the end of the first millennium of the age, the balance of life in the Taur Druinod was broken.



The Númenóreans returning *to* Middle-earth felled many trees to construct their famous fleets. Forest fires raged, set by both sides in the merciless wars between the Númenóreans and the native Eriadorans, or by the electrical storms that previously had been rare in the region. For many forests, fire is a natural force of renewal, but here it was new and deadly. In little more than three centuries virtually all the forests of Cardolan burned down, leaving only two significant patches of the primordial woods: the Taur Iaur or "Old Forest" and the Black Wood on Rast Vorn.

Both contained trees more ancient than any in Eriador, and both became refuges for the ancient animals and magical beings who would only live among those trees. Overall, only a few species of plants or animals were prepared to adapt to the barren new countryside after long ages of shade and branch. The steady erosion that followed made much of Cardolan unsuitable for permanent agricultural communities, although certain low-lying parts became among the most fertile lands in Endor, Only various reptiles, the sheep introduced by the Dúnedain, and the wolves that soon followed can be said to have truly thrived in deforested Cardolan.

Arthedain and the Northern Marches

The plants and wildlife of Arthedain suffered only a little less in the time of Men. Overrun by glaciers in the distant past and dominated by the Iron Mountains in the last ages before the rising of the sun, northern Eriador was never blanketed by the vast, dense forests favored by the Ents. Instead, it was covered by a silvan woodland, with mixed forests in the watered areas and grass and flower-covered glades on the drier hilltops and uplands. Unfortunately the first Eriadorans to move herds into the country, called by them the Northern Marches, steadily cut the woodlands and grazed sheep and cattle on the undergrowth that remained. The forests here, as in Cardolan, failed to regrow under the impact of the grazing. By the time of the founding of Arnor, the northern hills were, if not heavily settled, certainly changed. Moors and prairies were widespread, and the wooded country had retreated either to the best watered or most isolated regions.

Even without forest cover, the hills of the Northern Marches can still support man and beast, if both are willing to work and can tolerate the starker beauty of grainfields, grass, and flowering heather. The telling blow to the Arthadan ecology in the mid-Third Age was the advent of cold winters—which came along with the rising power of the Witch-king, The constant strain of providing firewood out of dwindling groves was one problem. Rebuilding houses and barns for greater insulation was another, as was expanding cropland and gardens to produce more food and a greater variety of foods as insurance against the variable weather. Wild animal species were crowded out as Men took more room for their own needs. Wild plants already troubled by the short growing season lost ground to the more necessary domestic varieties. By the time of the Great Plague, Arthedain's population has dropped considerably from the days of old Arnor; the people, animals, and plants that remain are tougher then they were, more efficient in their use of available resources, and more grimly determined to hold on to their own patch of hillside.

Rhudaur

The terrain of Rhudaur ranges from rank and stagnant quagmires to barren windswept hills; inviting spots are scarce. However, especially in comparison to the rest of Eriador, these lands support a large and dynamic population of plants and animals. The lack of dense mannish settlement has left the land wild. Because of changes in climate and the sweeping hand of Man, most of Cardolan, Arthedain, and the rest of Eriador has been cleared of trees and somewhat tamed. The "Place of Roaring Red-gold" remains much as it always was.

Although the lands of Rhudaur are cold and infertile, over the centuries its inhabitants have adapted well, and so they continue to survive. The scanty grasses and brush provide fare for vast numbers of grazing animals, especially Losrandir, which in turn provide food for predators, Man being not the least of these.

5.1 PLANTS OF ERIADOR

Arthedain

The Arthadan forests are mostly hardwoods; varieties of oak, elm, ash, beech, and hemlock—some slim-trunked and tall, others thick-trunked and many branched—compose the grandest of them, forming the heart of the mature groves. Grey-barked, quaking-leafed aspen or poplar, and white, paper-barked birch trees are more common in areas that have seen mannish commerce, as they grow quickly and their seeds can find any niche with a little water by it. Willows and cotton woods grow largely around major water courses, while smaller high-bush roses, hawthorn, hazel, and branching buckthorns spring up among weeds to form new woodland wherever grazing lags. Evergreens also turn up, typically in bad soil, with yew and larch appearing on sandy ground and tamarack covering alkali bogs. Spruces and pines are common only on the Rammas Echor, where the full force of the tundra wind can be felt, and they never grow as tall there as they do in the eastern wilds. In addition to the trees that naturally grow wild, apple and cherry trees appear wherever Men have felt a need for them, while blueberry, heatherberry, and raspberry bushes are a necessary part of any prosperous Arthadan farm.

Various grasses, such as the grayish, mossy sinblas, cover the open areas of Arthedain, though none of them are as luxurious as those found farther south. They are mixed with a prodigious number of flowering weeds, all

of which burst into a riot of colorful blooms through the short spring and summer seasons. Where grass alone cannot hang on to the soil, low shrubberies like heather and gorse take over, creating tough walking, but providing shelter for animals and painting vast canvases of fragrant purple and yellow flowers during their summer bloom. Ferns, mosses, and cat-tails dominate the bogs, and lichens and mosses cover the boulders on the northern frontier where nothing else can survive.

A full spread of domestic plants still grows in Arthedain, though most would quickly disappear if not carefully protected against the erratic weather. The Dúnedain do not normally possess an interest in food crops, but the Eriadoran commoners who make up the bulk of the population raise corn, grains, and eorna, a hardy grain resembling barley, the latter being coarser but more favored in recent years because of its short growing season. Their gardens are replete with all manner of vegetables, including the ita, a new type of grey potato brought from the rocky vales of Anduin by the Hobbits, and also fruits such as strawberry, chokecherry, and bush crabapple. With the snow cover getting worse every year, oats, clover, and grass hay for the livestock becomes more necessary, and farmers keep fewer animals over the winter to save on fodder, cutting down on their margin of error in case of a late spring.

CARDOLAN

The inhabitants of the annually renewed lands of the Gwathló basin justly feel that they live in one of the gardens of Middle-earth, one that produces everything the Arthadan and Shire folk grow and more besides, but this judgment should not be extended to the rest of the country. In Minhiriath, the dominant plant is the plains grass called ablas, while a short mossy grass named deblas covers the windswept Girithlin highlands and most of Mintyrnath. There are scattered patches of new forest that have sprung up throughout Cardolan; these consist largely of aspen and birch with a few pines, indicating the limited inability of the soil to hold water. Elsewhere, the larger plants are chiefly thistles and brambles which provide some shelter for less hardy plants. The farmers of Cardolan grow wheat along the banks and streams; corn, peas, and cassona, a small potato, along the Gwathló; and eorna, a barley also grown in Arthedain, in the highlands.

The Hagavorl is perhaps the most notable and distinctive specimen of flora of Cardolan. Pharconatar, the first Númenórean governor of Cardolan, began the planting of the Hagavorl (Ad. "Hawthorn-wall") in S.A. 1777. He desired a barrier to slow any large scale incursion of Orcs or Hillmen from Rhudaur into central Cardolan, so that he would have time to prepare his few and scattered forces. The Hagavorl, a hedge of sharp thorns stretching from the Mitheithel to the Baranduin above the Old Forest, was an ambitious project even by Númenórean standards, but Pharconatar received aid from Elrond's herbmasters. Nonetheless, the task was abandoned after his death in S.A. 1812 and was not restarted until the time of Elendil. The Hagavorl was finally completed by King Valandil of Cardolan in T.A. 1126 as part of his futile plans for eradicating the country's wolves. Now pierced in innumerable places, the Hedgewall is punctuated by gaps of up to two miles. It is still an impressive sight and can be a serious barrier to the casual traveler.

RHUDAUR

The open lands of Rhudaur are all dominated by a sparse mossy grass, called sinblas by the Dúnedain for its grayish hue. In the flatlands of Oiolad and the Angle, the sinblas is mixed with a taller grass called heblas and small patches of low coniferous bushes. Occasionally, near water, there is also a tiny stand of pines or a single lonely tree. In the higher lands, the heblas and bushes thin, displaced by large patches of thistles. Pines become more common, sometimes joined or supplanted by beeches. On the barren hilltops, only sinblas can survive.

Most of Rhudaur is not open country, but is spottily covered with light to thick stands of trees. There are three separate types of woodland. In the northern and eastern Highlands, tall pines and yews dominate, and most are found in small but dense clusters sheltered from the biting wind. Between them, scattered almost randomly, stand much thinner groups of generally small trees. The Trollshaws of central Rhudaur are home to mixed woods of pine, beech, and birch. Here too, the trees gather in dense clumps. Usually, expanses of open, rocky land or barren stone outcrops lie between, but the edges of these woods are difficult to penetrate because of dense underbrush.

The forest called the Yfelwyd is quite different, for it is an ancient wood, dark and dangerous. The most common trees are the elm and the black oak, although there are many others. These trees have grown tall and broad, so there is little undergrowth. In addition to Forest Trolls, the known dangers of the Trollshaws include a few rotten old trees infested with evil. And unknown dangers are legion, at least according to fearful Hillman tales.

Rhudaur has several specific types of plant found nowhere else in Eriador:

The blue pine is the most common of the evergreen trees of the Trollshaws, and, aside from its needles' bluish hue, is notable for its large cones, which carry especially big seeds. These seeds are called pine nuts and are an important supplement to the diet of the Hillmen. Pine nuts are acidic in taste, although this is much abated by careful roasting; few besides Hillmen would eat them raw.

The lawrim is a lichen often found on exposed pieces of granite, especially in the Ettenmoors. It is dull orange in color, a rare shade which ought to serve as a warning of its dangerous nature. After contact with bare skin, lawrim will within two days cause a hot and itchy rash that, if left untreated, will cause numbness in the afflicted skin. One cure is to bathe in water in which pine needles have been boiled.

Black vines are useless and dangerous creepers. The vine is found deep within the Yfelwyd, the difficulty in finding it being its only virtue. The black vine has a very thin stem and only a few tiny black leaves; it grows among the exposed roots of the great trees. Prolonged contact with the leaves, such as sitting or sleeping on them, causes a brief euphoria so intense that it borders on the visionary. While the victim dreams and sighs, the black vine grows with amazing speed around him and puts down roots, intending to smother its delirious victim. A victim is very much aware of this process but lacks the will to do anything about it. Unless aided, the poor sot will expire in 2-20 rounds.

5.2 ANIMALS OF ERIADOR

An uninquisittve visitor to Cardolan might return home with the impression that the only large animals therein are sheep and wolves. Arthedain, with its carefully kept forests and dispersed population, shows more signs of animal life, and a traveler will see deer and wild cattle frequently. Actually, both of these lands support a surprisingly diverse animal population that has been on the increase as more lands have slipped back into wilderness since the decline of the Dúnedain. Rhudaur, of course, surpasses them both. Most beasts are very shy of Men, and only persons with considerable patience and the ability to sit quietly for long periods will spot any creatures other than the larger predators.

The predator of note in Eriador is the wolf; encounters with any others will be rare in comparison. The most common species throughout northern Endor is the grey wolf. The red wolf, a slightly larger and substantially more aggressive sub-species, is the dominant breed in southern Cardolan and beyond the Gwathló.

Wolves generally run in packs of about a dozen mature adults. They are vicious and intelligent hunters—tireless in the chase. Their primary prey is sheep, but wolves in the time of the Plague have lost their fear of Men and will readily attack lone individuals or small groups.

War-wolves and wargs, heinous varieties of the species bred by Morgoth, are more eager to attack Men. Superior weaponry or the element of fire may cow them, but mere numbers will not.

The shy, man-sized black bear is unusual in Cardolan, but quite common in the rest of Eriador. The southern climate is a little warm for the bears' taste, but the main factor in their scarcity is mannish. They are routinely hunted. Brown bears, called by the Hillmen the barg-dign or "little bear," are found only in Rhudaur. They are more territorial and hence more dangerous then the their darker cousins from the lowlands.

The cave bear, also called barg-moigh or "great bear" by Hillmen, leads a solitary existence in the many natural caves of the highlands of Rhudaur and on the flanks of the Misty Mountains as far as Calenardhon.

The high hills of Rhudaur and Eregion are home to the extremely rare chatmoig, a large grey cat with huge forequarters and great fangs.

The Giant Eagles dwell in both the Misty Mountains and the Blue, but are infrequent visitors to the rest of Eriador. They are wary of Men, and not without cause; the noble avians are not averse to some occasional mutton, and they are not thought of as friends by most farmers.

Ferrets, lynxes, raccoons, red foxes, skunks, and weasels are found throughout the country and are occasionally domesticated. White foxes are common along the edge of the Forodwaith. Otters, river minks, and fishers are found only rarely in the streams of the north and the mountains, as they are prized for their pelts and have been extensively hunted and trapped.

Wild cattle or kine are the ancestors of the domestic cows of western Endor. Most of those found in Eriador are feral descendants of animals scattered during the wars.

Boars frequent wooded and brushy country all over Eriador. They live on succulent plants and roots, small animals, and fresh carrion. They are temperamental and extraordinarily dangerous when alarmed. Agile, quick and aggressive, an angry boar will take on anything and strike with hooves and tusks until its enemy is slain and trampled.

Deer are the most common grazing animal in the forests and wooded vales of Eriador, and venison from any of the varieties of deer is considered elegant fare on any table.

A charging wolf



In the woodlands, the horse-sized caru or elk is rarer than other deer, but still common; and the losrandir or reindeer of Forochel and Rhudaur strays south onto the En Eredoriath in severe winters.

Losrandir migrate to the Rhudauran highlands in the spring, gathering in great herds that crowd an acre of ground. They bear their calves in the late spring. Later, as the heavy snows begin, they retreat to the woodlands of the Trollshaws in groups of about twelve.

The most common rodent on the plains of Eriador is the cunara, a gopher, closely followed by the rabbit or coney. The cunara of Eriador resemble big stout rats and live mainly on grass roots. Rabbits, who prefer shallower but more sheltered burrows, favor the tangled nooks and crannies of the grasslands, where they can occasionally be found concentrated in large warrens. Enormous but seldom visible numbers of them share the woodlands with squirrels, ground squirrels, and field mice—chipmunks and voles to the Hobbits—and the slightly larger but less common opossum, hedgehog, and pawtunc or woodchuck.

Porcupine and their smaller relative, the hedgehog, are also present, although the first of these tends to girdle and kill trees and has therefore been exterminated as a nuisance in Arthedain.

Birds and Flying Creatures

There are a great variety and number of birds in Eriador. The migratory birds of the north are the most numerous and are of the greatest economic importance. Five of these species account for the mass of the incredible flocks that crisscross the area. These are the ice goose, the split-tailed duck, the blue-headed duck, the red-headed duck, and the blue pigeon.

The ice goose is a large white and black bird that summers in the Northern Waste and winters in the Druwaith Iaur, south of Eriador. Its migration follows either the coastline or the line of the Baranduin in late spring and mid-fall.

The three varieties of duck are a common sight on all the waterways of Eriador. The blue-head generally spends most of the year on the banks of the rivers of Rhudaur and in the bogs of the Ettendales, migrating south and west during the coldest months. In the late spring the red-headed ducks all gather in the Midgewater Marshes and the Swan fleet Marshes to prepare to migrate to the lakes of the Far North. The split-tail starts its migration in smaller flocks that gather on Lake Evendim for both the spring and fall migration to and from Forochel.

The blue pigeon does not linger in Eriador, passing over in its migration between Mirkwood and the Lindon. They have been heavily hunted, but a large flock of blue pigeons can still blot out the sun.

There are many species of songbirds in the forests; the lark and the blackbird thrive in the open lands as well. There are large numbers of crows and gorcrows. The primary carrion bird in Cardolan is a particularly awkward and ugly stork known as the hopta. Several varieties of hawk reside here, though most are small and dully colored. Great owls hunt the woods at night; their calls are said to be a lament for the lost ancient forest. A small owl, taken to living in abandoned gopher tunnels, is known as a barrow owl. The lordly swans of the Nin-in-Eilph are of economic importance, as the price of their plumes has increased as their numbers have diminished.

Of course, not all the flying creatures in Cardolan are birds. Bats are common, and vampire bats have entered the lands from Angmar. Another variety of large bat, the flying fox, makes its home amid brambles. The flying fox is not nocturnal, having good eyesight and presumably a fine sense of smell in its long snout.

One notable flying creature is actually a gliding frog known as the grey flyer. These are small, but carry a nasty venom in their claws. Grey flyers are rare, dwelling only in substantial forests, but they live in huge colonies and are a threat to anyone who stumbles upon their nests.

Reptiles

Cardolan in general, and Minhiriath in particular, has a flourishing population of reptiles, including many venomous serpents. As one goes northward, these creatures become rarer, and the Twilight Hills, since the change in the weather, have only a few varieties of turtles and tortoise, some harmless, rodent-eating snakes and two types of viper.

5.3 CREATURES OF THE FAR NORTH

The wastes of Forochel have a different mix of animals than Eriador proper. In the Far North, huge herds of large-hooved beasts, mainly losrandir and caru, roam the scrubby tundra in search of food and shelter. Winter is a lean season for them, since the plants they feed on—lichens, mosses, short pale grasses—have little nutritional value. Bulk and fur are necessary to retain body heat in the frigid and long-lived winter, and the animals of the North tend to be larger than their southern kin; yet, the vastness of the losrandir herds notwithstanding, they are fewer in total number. Both grazers and hunters must cover a great span of tundra to sustain themselves. In the summer, these animals shed their heavy coats, gorge themselves on succulent grass and berries, and drink from the region's plentiful streams, swollen from melting winter snows. They have only a few frost-free months to fatten themselves and raise their, young,—then the winter returns.

The losrandir dominate the tundra plains; they wander far on the eerie, featureless landscape, their noses to the wind, sniffing for the dreaded scent of a wolf pack. The caru are also common sights to the native Lossoth, although they stay closer to the brush and scattered pine forests along the edges of the tundra. Smaller herds of moose, elk, and red deer come out of those woods to search the permafrost for patches of green all summer long. To the east, at the foot of the Misty mountains, wild

sheep and goats graze under the eyes of Dragons and the Witch-king's Orcs. Farther west, they clamber up and down the rocky foothills of the Blue Mountains, where the rarest of sights in the North—a stand of broadleaf trees—can be seen, another remnant of the vast primeval forest that carpeted the West long ago, preserved by its remoteness, and the little warmth provided by the sea wind.

Along the forest fringe and in or near the Bay of Forochel live and labor families of mink, beaver, seal, and otter, some lonesome bears and a great variety of water-fowl. With the onslaught of the colorful summer, another seasonal guest, the mosquito, makes his appearance and sets the land a-buzzing. As the frozen earth thaws, much of the tundra becomes a quagmire ideal for breeding these ravenous insects. Forochel's legendary giant mosquitoes, rumored to be the size of sheep, are said to have carried off unattended Lossoth children to dreadful deaths, but such exaggerated accounts have never been substantiated.

In the summer, when the sun shines through the haze for all but a few hours of the day, ferns and berries show themselves and furnish the resourceful gathers with fresh roots, greens and sweets. Wild flowers pop up, bloom, give seed, and die in a hurry, perhaps for fear of a lingering chilling end in the almost endless dark of the northern winter.

The creatures feared most are the white wolves and more rarely, the wargs and Snow Trolls who scour the Northlands in search of weakened or careless prey. Anything that walks, runs, scurries, creeps or crawls will do. When a pack of a dozen or more white wolves is about, smart creatures lie low or move in groups. A rule of thumb: the colder the winter, the hungrier and bolder the wolf. Unfortunately, over the last few centuries, winter everywhere in the North Kingdom is evermore bitter, long, and unrelentingly cold, and both men and animals are suffering for it.

5.4 THE UNDERDEEPS

Beneath Eriador there exists another realm of life, little spoken of and little known, and only occasionally a factor in the affairs of the sun-lit surface. These are the Underdeeps, a half-legendary world of caverns and fungi and blind, gnawing creatures, dating back to the creation of the world and the evil manipulations of Morgoth. Hobbits and Men, who keep their dwellings and mines shallow and near to light and green grass, avoid the Underdeeps. Dwarves and Orcs, most of whom prefer to dwell far beneath the earth, deal with the netherworld routinely and consider it a dependable source of food, herbs, and raw materials.

Plants of the Underdeeps include fungi, molds, slimes, and similar things that are capable of growing and living without light. Mushrooms large enough to feed whole families and strong enough to cut for timber are found beneath Khazad-dûm and Goblin-gate, as well as *in* the Orc-warrens behind Carn Dûm. Less spectacular growths are found in the caverns beneath Creb Durga in Cardolan, and some periodically infect the deeper mines of the North Downs of Arthedain, Animals of the Underdeeps include variations on beasts found in the surface world, such as bats, rats, and crawling insects, as well as altered creatures, such as blind fish and white, eyeless snakes. Grotesqueries spawned by Morgoth at the beginning of time and evil also appear; Kraken, Cave Drakes, and slithering, eyeless things that sense life magically and drain it with a cold touch.

While the energies that drive life in the upper world are derived from the lights of heaven, most particularly the sun, the cycles of life in the Underdeeps are dependent, for the most part, on the remaining Essence left in the deep Earth by the original Song of Creation. Morgoth, who hated the lanterns the Valar made to light the world, tried to make the Underdeeps part of his domain, and many of his creatures, demons, spirits, and monsters still live there. These beings and the other life-forms of the Underdeeps are alien to the inhabitants of the surface and men who encounter them are typically in great danger. Eriadoran miners whose diggings have accidentally broken into caverns or crevices of the Underdeeps typically discover the mistake when a miner is burned by a fuzzy stain on a rock wall, blinded by a burst of spores, or slain by some peculiar crawling horror that seems to be whispering the names of demons as it drags the softer parts of the body back into the crevice from which it came.

Understandably, Eriadorans seal off or abandon any mine or cave so invaded. The Dwarves, who are somewhat tougher and have long experience in these matters, use fire and skillfully laid traps and stonework to protect their passages and works from the uglier denizens of the netherworld. The Orcs use methods similar to those of the Dwarves, but they also encourage the penetration of some forms of Underdeep life into their dwellings. If the creature involved is not unmanageable, it is one more way of ensuring that the Men they prey on in the night will not follow them down into the deeper darkness of their homes.

5.5 THE BANES OF ANGMAR (T.A. 1636 - F.A. 15)

Loosely used, the term "Banes of Angmar" means all of the unnatural (i.e., magical) methods the Witch-king uses to wear down and eventually destroy Arthedain. In this sense, it includes the Barrow-wight invasion, the unnaturally cold weather in Eriador during his reign, and the undead wargs who raid across the Angmarean frontier from time to time simply to slay cattle and other domestic and wild animals. Some Arthadan scholars even claimed the Great Plague itself was simply another unsuccessful plot to destroy Arthedain, although the Gondorians, who suffered much more from the epidemic, always tended to disagree.

The specific "Banes" that are known in Eriadoran lore are the lesser blights, epidemics, diseases, and curses that tormented the north country over the last few centuries of the Witch-king's reign and continued to hinder life and prosperity into the time of King Elessar. Born of the Witch-king's frustration over his failure to defeat the Dúnedain on the battlefield, they were a tortuous wasting away of people and resources that eventually left the North Kingdom almost prostrate before the last Angmarean horde that swept over the frontier in 1974. Some of the most significant Banes are described below.

THE AMOK CURSE

A madness born of an evil rune-spell, it was broughr to Fornost in the guise of leather-bound and inscribed letters, allegedly from Gondor, in T.A. 1781. The afflicted, who suffered a loss of memory and intelligence, and occasionally were driven to madness and murder, were also ensorceled to give the rune to others on similar scrolls. The curse ruined the careers of half the Seers of Fornost before the last victim was traced and imprisoned. Scrolls with the curse on them turned up regularly in secret treasure hordes and buried caches of documents in Arthedain right up until the time of Aragorn II.

Note: *The victim reading the Rune-paper must resist a 10th level attack. He will lose 1 point of his intelligence /memory stat for every point by which he misses the die roll, but it will only disappear at the rate of a point per day, and be will not notice the loss on his own. Every 1 -5 days he must make a second resistance check or feel compelled to copy the rune and either save it among his documents or send it to someone else (50% chance of either event). If a given stat is reduced to half its original value, there is a 30% chance the victim will become unstable and violently attack someone emotionally close to him.*

THE BLOODEYE RAVISH

The Witch-king's Easterling cavalry could never match the Dúnadan heavy horse on the field of battle, so a disease peculiar to horses was created and spread across Arthedain by magically infected mannish beggars. The ailment was lice-borne (within 10' of the beggar, any horse must resist a 5th level attack) and caused brain and spinal decay and hypersensitive hearing. Clumsiness and loss of sight were the first symptoms; they progressed until the animal had to be destroyed; in later stages loud sounds could drive the afflicted animal into a berserk, red-eyed fury. This ailment slew half the horses in Eriador in T.A. 1968-70, and only its spread into the Angmarean herds kept the Witch-king from making an immediate assault. The key omen of his campaign of 1974 was the passage of great of fresh horses across northern Wilderland the previous summer.

The Ravish lived on in the lice of wild animal populations throughout the Third Age, and played a large part in keeping the Rangers of the North on foot, the other factors being sensitivity of wolves to the scent of horses, tainting of water-sources by Stream Fever (see below), and lack of good feed grains across most of Eriador.

CROP AND HERD BLIGHTS

Persistent and repeated efforts by the Angmarim to bring diseases into the herds and fields of Eriador were intermittently successful. However, most animals and plants were able to develop resistances to these blights, and the farmers of Arthedain could claim to have generally won their unheralded campaign to keep the people of the realm fed right up until the time of the last Northern War. In the more fragile years after the depopulation of the country, the isolated settlements remaining were far more vulnerable to minor plagues of this sort, and they contributed to the lack of any revival in Eriador after the fall of Angmar.

THE HOUND-FIRE

This was a virulent form of rabies intended to destroy the dog packs kept by the Arthedain to track down and slay the Orcs and wolves who constantly scouted and raided along the frontier all through the Petty Wars. Tainted blood (treated in magical ceremonies) was smuggled into Arthedain by Dark Priests in the 1710's in sausages. While many dogs were infected by the Hound-Fire and had to be destroyed, the best of the packs had Elvish and Númenórean bloodlines,; these were highly resistant to the disease. The Hound-Fire, known as Cujas to the Orcs of Angmar, actually betrayed its creators. Many of the Priests who delivered the Fire became carriers, probably by sharing blood-ticks with the animals they were afflicting, and in 1712-1714 the disease spread
through and wiped out half the war-wolves in Angmar.

After its initial outbreak, Hound-Fire became endemic among tick-ridden wild foxes and skunks, who seldom showed symptoms of the disease. While it could have horrible effects when it managed to get into a dog or wolf, Men and Hobbits who trained and tended their animals well, therefore avoiding contact with the ticks, had little to fear from it.

GM Note: *Any canine bitten by an infected carrier must save versus a 10tb level attack to avoid Hound-Fire. If it is only within range of infected ticks, it must resist a 3rd level attack. The virus goes to the spinal cord and causes excruciating pain. The victim becomes "wild," agitated, and exhibits fits of berserk fury, after 1~10 hours; it will occasionally seek to drink quantities of blood* to *sooth its pain. Each half-hour after the the onset of symptoms, the victim loses* 2-20 *hit points; a resistance check can be make to stop this deterioration. The initial resistance will be against a 32nd level attack, and each successful resistance reduces the level of the next attack by half. If the victim can survive this punishment for more than two days, the Bane will have been defeated. Men bitten by a dog or wolf with Hound-Fire must resist a 1st level attack to avoid the Bane.*

THE RED FLUX

Fluxes, flus, colds, and other respiratory agents were a chronic problem in the north during any bitterly cold winter, but the Red Flux was especially vicious. It may well have been an ailment especially intended to slay Hobbits.

In the late 19th century, they were the most prosperous folk in Arthedain, until this influenza-like illness devastated many of their crowded family smials in the winter of T.A. 1889-91, slaying half or more of the residents of the Shire. When the Red Flux struck Fornost in the following year, it was blamed on Dark Priests, but some Hobbits said it was spread by Undead creatures, usually identified as strangers to the area, walking wrapped against winter frosts, but identifiable by their reddish eyes and skin and the lack of steam on their breath on the coldest days.

Hobbits were leery of strangers after the first passing of the Red Flux, and superstitions about it popped up whenever the plague returned. As with any flu, this happened every few decades for the next thousand years. The Flux was a key factor in keeping the Shire population from overflowing the original bounds of the province and had much to do with their switching to above-ground housing.

GM Note: *The Red Flux requires a resistance roll versus a 1st level attack when spending a round within 5' of a carrier. The interior of a closed building will fill with the "noxious vapor" from an infected victim, and all within must resist it every 4 hours, The first day of the flux brings symptoms like that of any other cold or flu, but after 11-20 hours the victim will develop a redness about the face and begin to suffer from fluid in the lungs (lost 1-10% of breath, constitution, and hit points per hour if the victim fails to resist a 40th level attack). After the victim is reduced to half of his or her constitution, blood will appear in his bodily fluids and show in the whites of his eyes. Recovery can begin at any time (RR made by +50 or more negates further deterioration), but anyone who has shown blood will suffer permanent damage to his health and appearance (-5% to constitution, perception based on sight, and appearance due to "enpurpled" blood vessels).*

Stream Fever

Angmarean agents used boxes filled with a certain mold from streams of the Underdeeps to plant this Bane in waters throughout Eriador. The spores from the mold caused a fever in herbivores that had no other effect save to weaken them and leave them more susceptible to other ailments. Sheep, cattle, and goats were afflicted by this epidemic, as well as wild creatures such as deer, rabbits, and rodents. Spreading throughout Eriador in the early twentieth century, it allowed winter chills to devastate the herds of Arthedain and ruined the country's economy more efficiently than a hundred years of Orc raids.

The mold, being a thing of the Underdeeps, could not live in sunlight and seldom spread down watercourses of its own accord. Pockets of it, however, persisted in cold, dark-shaded streams and ponds right up into the Fourth Age. In the 25th century, the Hobbits of the Shire learned to deal with the taint by injecting an alkali solution under the rocks of infected streams with cooking siphons. This required a great deal of bother and damp, tedious labor for each stream cleared, but the effects were permanent. After the resettlement of the north in the time of King Elessar, this technique was carried throughout Eriador, and Stream Fever gradually disappeared from the region.

Wood-Blights

A collection of fungal agents that inhibited tree growth and left the wood dry and vulnerable to fire, wood-blights were successful in the cold-plagued forests of Arthedain from the 1860's onward. They declined to a minor nuisance after the weather began improving in the 21st century. Sod loss was the major reason the woodlands of Eriador failed to recover after the collapse of Angmar, but the blights contributed to the problem. The Wood-blights were initially spread by minor tree-spirits; these were small, ugly creatures, having the appearance of tangled roots or dolls made from roots, that were smuggled across Eriador by herb dealers.

In the end, the Banes did great harm in Eriador, but could not break the people or their animals. Further, they also inflicted great harm on the Angmarim. The Witch-king depended greatly on foreign soldiers in the last years of his reign; the Angmarim and Rhudaurim were dwindling in number yearly due to cold, hunger, and epidemic, and those remaining were of questionable morale. When the Army of the West moved against the Witch-king in 1975, he decided he could not wait for them to march as far inland as Fornost, as his forces were depleted by the Red Flux and Ravish and, some said, were also on the edge of mass desertion, Gondor's horses and men, while afflicted somewhat by the Banes, had wintered in Elvish country near the coast, and so still had enough strength to overwhelm the Angmarean hordes on the same fields where Arthedain had failed.

It was over the centuries following these great events that Eriador paid the full price of the Banes. The poor health of the trees and the depletion of the herds of grazing animals, all caused by the Banes, weakened the overall ecology. The wolves and Undead left behind by the Angmarim killed and ravaged indiscriminately, year after year. No settlement north of the Gwathló or east of the Brandywine could hope to prosper under these circumstances, and so the Age of Abandonment was born. The healing of Eriador was a slow, excruciating process. The Shire, protected by the bulwark of the Brandywine, and Bree, situated nearest to the havens and holds of the Rangers of the North, eventually developed methods of dealing with the Banes on their own turf, but a tradition of savage beasts, hauntings, and fatal sicknesses that could strike a man just for treading on the wrong flower or drinking from the wrong stream kept them to their old bounds. Only the fall of Sauron gave Eriador the freedom to overcome its ancient burdens and bloom once again.

6.0 THE INHABITANTS OF ERIADOR, T.A. 1643

THE NORTHERN KINGDOM OF ARTHEDAIN

The kingdom of the Northern Dúnedain is politically united but ethnically diverse. Its embattled borders contain a rigidly stratified and segregated society whose peoples continue to be an unending challenge to protect. The Men of the North Kingdom face formidable obstacles inside their land as well as along their ever-threatened boundaries.

Dominating the stony heart of the country are the Arthedain themselves, the noblest and most "Elvish" of men. These proud and aesthetic descendants of the Faithful of Númenor, while small in number and ever-dwindling in worldly power, count amongst themselves great scholars and seers—including at least one prophet, Malbeth, who has already foreseen the doom of his people—and a strange visiting Wizard, Gandalf the Grey, who has taken a strong interest in the people and culture of the northern Dúnedain. The intense pride of the Arthedain, however dangerous when unaccompanied by practical humility, is justified, in their minds, by their accomplishments and responsibilities. It runs undiminished in their blood throughout the troubled and disastrous Third Age.

The mass of the people of Arthedain, the "Commons" as they are referred to at court, have little say in matters beyond their own villages, for few of them have the Dúnadan lineage that is required for access to power in the kingdom. However, a centuries-old bond of trust exists between ruler and ruled in Arthedain; the "Kings of Men" have for many generations fought and died protecting and leading the people of Arthedain, even when they could have used their wealth to hide in their castles or flee to their kinfolk in Gondor. The Commons know the nature of the evil that faces their country; they will plow their fields now and do their part when the danger comes close. The whispers and lies of the servants of darkness will not break the bond between these Kings and their subjects while the North Kingdom lasts.

Arthedain's newest inhabitants, the child-size Hobbits who just four decades ago were bunched up and crowded at Bree, now farm and settle the wide and fertile valleys of Siragalë in southern Arthedain, a region they have named the Shire, To the east, the bubbling, simmering melting pot of humanity and Hobbitry at Bree—where the ancient highways called the Great East Road and the North Road (or "Greenway") cross—seethes and hisses with ominous portent, for Angmar's agents are everywhere, and the Witch-king's spies see all.

In the Far North, beyond Arthedain's borders, living near the great Ice Bay of Forochel, are the Lossoth, the isolated and reclusive descendants of a mysterious Second Age northern folk. These elusive nomads, the "Snowmen" of the Wastes, remain suspicious of others and terrified of the Witch-king.

Living west of the River Lhûn are two distinct cultures, the scattered Dwarves of the Blue Mountains and the Elves of Lindon, the latter, led by Cirdan the Shipwright, fast friends of Arthedain. Longtime residents of northwestern Endor, the Elves and Dwarves have seen and endured much suffering, and wish mainly to be left alone. The Elves of Lindon, however, do not forget the presence of the danger and the ancient responsibility facing them, and they maintain a vigil on their frontiers like to that of Arthedain.

THE LOST REALM OF CARDOLAN

Even at its height, Cardolan was never a mighty realm, yet its borders contained one of the most diverse collections of peoples in Middle-earth. The importance of trade and the later need for mercenaries brought merchants and adventurers from many lands, even those beyond Rhûn and Harad. Dwarves and Northmen from Rhovanion have come in greater numbers for similar motives. The indigenous common Eriadorans, Eriadan Northmen, and immigrant Dunlendings, both primitive and civilized, form the bulk of the population, of course; and many Hobbits make their homes here, though not as many as in the later years of the lost Dúnadan kingdom. The aboriginal Beffraen still inhabit the Eryn Vorn, while Elves continue to wander across the lands. The wars with Angmar have brought foul Orcs and Hill Trolls over the borders. However, Cardolan remains a realm created by the Men of Westernesse, and life here is still largely a reflection of their society and culture.

THE DOOMED MEN OF RHUDAUR

In Rhudaur, the last remnants of a composite nation still hang on in an increasingly wild land. The Rhudaunm consist primarily of two races: the Hillmen of the highlands of the Trollshaws, and the Dunnish peasants of the lowland valleys. The Dúnedain, Eriadorans and Northmen who once formed the upper classes in Rhudaur have dwindled away almost to nothing. The remaining two groups have intermingled over the years, so that, depending on the prejudices of a foreign speaker, either may be called by the names of Hillman or Dunman. The differences are known to the Rhudaurim, however, and the oppressive rule of the minions of Angmar is driving the two groups apart. When the rift breaks open and war finally comes, no one in Rhudaur will be left untouched, and it may be that only ghosts will remain to tell of the nation that once was.

6.1 THE DÚNEDAIN OF THE NORTH

6.1.1 THE ARTHEDAIN

CULTURE

These High Men, the purest by blood of the Dúnadan race, are the guardians of a noble and mystical culture, a way of life which dominates the north of Eriador. If there is a single people strong enough to face unflinchingly the treachery of Angmar and to battle the Darkness spreading like a plague from the East, it is the Arthedain. No history of Men is at once so uplifting and so sad as theirs, for, now exiled from the Land of the Gift, the island of Númenor, they are doomed to sorrow and loss and a diminution of power throughout the Third Age. Yet never do the Arthedain consider surrender to or accommodation with the ever-growing evil that has been threatening them for the last three hundred years.

To the Arthedain, the realm of nature is also the province of Men. Their fundamental belief, reaching back before the founding of Númenor to the First Age kingdoms of the Edain, is that the world is not an "It but a "We." Bonded with the sky and earth and sea, the Edain and their Dúnadan descendants feel a close kinship with the world; it is a very personal place for them, indistinguishable from themselves. The Exiles of Númenor brought that sense of kinship with them to Middle-earth, and, like their reverence for their ancient ancestors and friendship with the Elves, it has passed down undiluted through Arthedain's many generations.

The myths of the Arthedain were not created solely for entertainment or propaganda-value; they explain the world, proclaim truths, and confirm Man's share of the earth and its bounties. Thus, the Arthedain do not resent or curse the rocky soil or the long and cold winters of their adopted homeland, for its very Essence serves to justify their presence. Arthedain's windy highlands take on individual spirits of their own and are valued because they are distinct and unusual, because they suggest the rocky landscape of central Númenor, and because they embody the soul of the Adan kindreds. The memory of the past, particularly of the "Land-of-the-Gift," has never left the people of Arthedain.

To the Arthedain, the elaborate stone burial mounds at the Barrow-downs stand as symbols of Man's triumph over material forces and mortality itself; they stand as well to remind the northern Dúnedain of their great past and to point the way toward present cultural survival and a future reemergence into health and power. For the Arthedain more so than for any other people, upholding the traditions of the state is equivalent to upholding the continuation of the world itself and maintaining its Balance. Their traditions encourage faith in the ultimate triumph of Good over Evil. For their convictions, the Arthedain have paid, and will pay, a very dear price.

SOCIAL ORDER

Yet the Arthadan society is in no sense perfect: it is rigidly-classed and structured, with almost all daily physical labor confined to the lowest class. At the top stand the rulers and nobility, privileged and honored and much-indulged. Just beneath the nobility are the Seers of the Royal Court, especially the Guardians of the Palantíri.

Ranking below the nobility of Arthedain are the the artists, artisans, and lesser officials of the realm, those men and women who tend to the mundane tasks of running a state. The duties of the officials include everything from minting coins of the realm at the Royal Mint in Fornost to making, mixing, and using paints made from powdered minerals obtained from the Dwarves of the Blue Mountains. They also duly note the taxes levied upon Arthedain's citizens, and polish the King's silver fillet. Artisans of this enlightened culture are are busy doing everything from embroidering a royal tapestry with gold thread to designing and making simple and elegant flagons and dishes, vases for flowers, and pots for cooking; even the aesthetic Arthedain must eat.

At the base of Arthadan society stand the soldiers and the Commons, practical-skilled and unskilled folk, largely those who



Dúnedain at court

speak the Westron tongue basic to most Eriadorans. The farmers who grow and tend the wheat and corn and other food crops belong to this class, as do the laborers who perform routine non-military tasks like storekeeping and housekeeping. Although they are considered less sensitive and noble than their higher brothers, they carry no stigma and bear no fierce prejudice. They are essential to the realm, valued because they are understood to compose an absolutely necessary group. Arthedain keeps no slaves; every Man is free to come and go here, and even to speak his mind if he is civil about it. The worker gives good labor, and the noble gives good leadership; both are due fair speech and respect, if they hold to their duties.

WAR-CRAFT

Unlike Gondor and most of Middle-earth's cultures, Arthedain (like Arnor before her) never placed any value in a large standing army. It seemed to these Northern Dúnedain first and foremost a waste of energies and treasure better placed into work of value and substance, like arts and architecture. Traditionally, the Arthadan soldier, especially the Knights and Rangers, looked to military life more for spiritual discipline than as a means for waging war. Additionally, the Arthedain long and badly misjudged the extent of Angmar's determination to destroy the North Kingdom; indeed, the Arthedain themselves were in capable of understanding such blindly vengeful thoughts.

Let it not be said that the Arthedain were incapable of fighting for their own survival; in the Last Alliance and throughout the Third Age, they proved to be valiant warriors and skilled fighters on foot or horseback. But their culture was never martial in spirit, and they lacked the killer instinct innate in the Angmarim, An Arthadan knight, in this century, might ride to Fornost, bearing his sword and wearing his black chain mail, and look upon a carving on the city wall showing his grandsires, making the same ride, with no weapon or armor, no guard at their sides, and no fear or trouble in their faces. They may, he would think, have had interests other than slaughter and the dreams of foreign madmen on their minds. In their way, the Arthedain have long seemed more Elven than Mannish; now, in this century, the two races share bitter memories of a happier past.

APPEARANCE

The Dúnedain of Arthedain are the most direct descendants of the old Númenóreans to be found in Middle-earth. People who associate with the Powers of the Undying lands, even at a distance, gain the benefits of the Essence of that eternal place. Thus, the Sinda Elves have always been larger and stronger than the Silvan Elves; and the Noldor, who actually lived in Valinor, were the tallest and strongest of all the Free Peoples. The Númenóreans lived on the fringes of the Light of Valinor for thousands of years. The men and women who came back to Middle-earth walked like giants and gods among lesser Men. Even in the later days of Arthedain, Dúnadan men of pure blood average over 6'6" in height, peaking at Elendil's height of 7'. Women range from 5'9" to 6'4". Most of the northern Dúnedain have the traditional lithe, muscular build, well-trimmed black or brown-black hair, and grey or hazel eyes seen in old Númenórean portraits. They have reasonably fair if traditionally weather-beaten complexions, and the men show little or no beard.

The Arthedain favor practical dress, long-sleeved tunics and leggings with high boots, usually in the more subdued colors. Arthadan outer clothing is typically less colorful and decorative then their Cardolani counterparts, although they can be more vivid in the privacy of their homes. The official colors of the Line of Isildur are a deep blue-black for members of the royal household and jet black for their retainers, with trim of silver or white. The rest of the nobility take their tone from this..

SOCIETY

Arthedain has, by tradition, sixty-four noble families. They include seven Great Houses, fifty-six Lesser Houses and, of course, the Royal House. The Ereter (S. "Nobles") are lords to a larger number of Requain Inor—landed knights or gentry. After the devastation of the Second Northern War, King Araphor was obliged to elevate some of the gentry to replenish the numbers of the Ereter, thus narrowing the gap between the two classes. While the King and the Ereter govern the realm as a whole and rule their own lands, the gentry provide local leadership in the countryside.

Society in Arthedain is organized around the defense of the kingdom. Requain Heleth, knights who are either landless or in service to an Aratar, act as officers in the military. The Requain Inor and the nobility, with few exceptions, live in defensible castles of good stone and little decoration; from these strongholds, they command the local military effort and manage civil affairs as well.

Gondorians, even those from the fortress city of Minas Anor, find Arthadan keeps gloomy and enclosed. The Arthedain maintain that the thick walls of their homes keep joy within as warmly as the cold stones keep the weather out, and, if they laughed more in public, the southerners might believe them. Regardless, duty and discipline are the first things every Arthadan child is taught by his parents and tutors. The northern Dúnedain are not an overtly romantic or passionate people; they marry late, typically choosing a spouse carefully, and treat each child as a rare gem, to be first protected and then sculpted into a worthy member of society,

Majority for a Dúnadan occurs at 27 years of age and, if the wars don't take him, he may enjoy a lifetime measuring a century and a half. To make the most of this long lifespan, itself a gift of the Valar, every child is required to receive an education. Study and contemplation, the cornerstones of Dúnadan culture, begin early and are pursued with great intensity. A noble son or daughter is expected, upon majority, to speak three languages fluently, to be able to discourse in those languages on

astronomy, history, and herblore, to be able to play a musical instrument, to sing, to handle a sword and bow, and to ride a horse like the Huntsman of the Valar. Male children are virtually guaranteed some military action in their lifetimes, but few are expected to make this their only business. Females of the nobility, who are not expected to go to war, yet do not spend their entire lives raising children as other women do, often make second careers as artists, seers, or healers. This ideal of accomplishment and duty, measured by the highest standards, is one of the sources of Arthedain's success and pride.

The lesser Dúnedain of Arthedain also try to live up to these standards. While they begin formal apprenticeships and careers at a much younger age, they are required to study the Elvish classics and all the languages taught to the nobility, all while learning a complex trade. Joy, for the artisan classes, comes from family and work well done; they are freer to dance and laugh then the nobles. Visitors to Fornost who have seen only the grave, impeccable manners the Arthedain, particularly the soldiers, present to outsiders, are sometimes amazed at the Elvish-styled frolics that go on inside the stark stone walls of the city.

RELIGION

The Arthedain still follow all the old religious festivals of Westernesse; that is, those that were kept by the Faithful and untouched be the decadent hands of the old Númenórean court. Overt religious worship and discussion of religion is thought to be in poor taste. Loud, noisy ceremonies are considered the province of the Dúnedain's enemies. More mystical than their southern kin, they rationalize their beliefs in prophesy and fate rather carefully; fatalism is an ailment in some of their stories, a heroic stance in others. Not as concerned with their mortality as other Dúnedain, they build less conspicuous tombs and put less in them.

6.1.2 THE DÚNEDAIN OF CARDOLAN

The first Númenórean sailors came to the lands of Cardolan in the seventh century of the Second Age, and their lords maintained garrisons at Lond Daer and Tharbad intermittently for the next thousand years. Interest in Eriador then increased; the imperialists of Númenor desired the tall trees of the ancient forests as masts for their vast fleets, while those most Faithful to the Valar began to flee the gathering darkness on their glorious island. The early exiles settled mainly in the lands that would become Arthedain, but Tharbad became their chief port, and other Númenórean colonists began to permanently settle there. These colonists slowly expanded the holdings along the Gwathló basin, despite vicious wars with the native Eriadorans. Hundreds of years later, Elendil the Tall, having escaped the Downfall of Númenor with the remaining Faithful, arrived in Eriador. The Dúnedain of Cardolan were quite pleased to be included within the new kingdom of Arnor, as it was the only conceivable support they could find for their still unpopular regimes.

The early years of Arnor were very prosperous, despite the horrendous losses of the War of the Last Alliance of Men and Elves. This very prosperity led to slowly increasing tensions among the Dúnedain of Arnor, as those in the southern half of the realm held attitudes similar to their kin in Gondor, displaying a materialism of which the mystically-inclined Northerners disapproved. Therefore, although the division of Arnor was primarily a result of quarrels among the Princes Royal, the Lords of Cardolan were well pleased with the result. They prospered for a rime in the newly independent kingdom of Cardolan, but the internecine wars of the Divided Kingdoms and the struggle with Angmar led to the fall of the realm in T.A. 1412. Since that time, the Dúnedain of Cardolan have rapidly declined in power and numbers. Some of the old Hiri still survive, and in the heartland of the old kingdom, the Dúnedain retain their old position in society.

APPEARANCE

The Dúnedain never constituted more than a small minority in Cardolan. At their peak, before the Disaster of Cameth Brin in T.A. 1217, there were less than two thousand of pure blood; now there a less than a tenth of that number. Most recognizable for their great height, the men range from 6'4" to 7', and women from 5'8''' to 6'4". The majority are descended from a few families of the early colonists, so the once unusual auburn hair and green



A Targil knight marches to war

eyes of their ancestors are quite common. Only those with some trace of the old Royal blood display the classic jet black hair and grey eyes that are characteristic of the Dúnedain elsewhere. All have fair complexions, and very few have facial hair.

The vast majority of the Dúnedain of Cardolan are actually of mixed blood. The larger share of them are part of a distinct military culture living within the larger society. They are known as the Tergil (S. "High Men"), rather than by the scholar's designation of "lesser Dúnedain." Most of the Tergil descend from the intermarriage of Númenórean sailors and soldiers with the fair haired native Eriedain, the most ancient Eriadorans. Generally, they have retained their forefathers' height and their foremothers' blond hair, and the males can and usually do grow bushy mustaches. Their culture is a curious mix of Northman warrior ferocity and Dúnadan self-discipline. However, the clearest distinction among the High Men is that the Tergil are fortunate to live for a century, while the Dúnedain often live half again as long.

The pure-blooded Dúnedain of Cardolan prefer *to* dress in Númenórean style, with flowing robes and capes. Deep reds and dark blues are the most popular colors. The dress of Tergil depends on their social standing and can range from Númenórean robes to scruffy Hillmen hides, though arms and armor are almost always present.

SOCIETY

The nobles of Cardolan were originally the conquerors and administrators of the old Númenórean colonies of the Second Age. These offices and lands became hereditary baronies and principalities (S. "Hirdyr") during the many administrative changes of their long colonial history. Only three of the seven Great Families emerging from that period and remaining through the time of the kingdom of Arnor still retain their ancient castles, lands, and autonomy in this century.

The Númenórean soldiers who led the armies of the colonial conquests gradually evolved into the lower nobility of Cardolan—the Requain Inor or gentry, similar to their counterparts in Arthedain. They have virtually all been driven from their lands since the fall of the kingdom, but some still retain their old possessions in the Gwathló basin and along the lower Baranduin in Girithlin. Those who lost their wealth emigrated to either Arthedain or Gondor, or joined the dwindled soldiery of Cardolan, where they tend to be officers commanding Tergil and Commons.

The surviving Dúnedain gentry of Cardolan still maintain a lifestyle reminiscent of ancient Númenor. Their rural and agricultural life centers around great stone villas which form the centers of sprawling manors. The villas are usually built of marble or alabaster and set on hilltops. They consist of large two-storied houses with extensive courtyards that were once enclosed by elegant pillars, and now by sturdy walls. Once the men devoted themselves to hunting and other idle pleasures, while their women managed the household with its herb and vegetable gardens. Now, the remaining Dúnedain are local warlords, governing their people and overseeing the administrative needs of the villages that have sprung up under the protection of their walls. Despite these demands, the Dúnedain still enjoy a life of some comfort and learning. Most speak Sindarin and Northron (the local northern dialect of Westron) along with a smattering of Adûnaic and Dunael.

Old Cardolan possessed another group of Dúnedain—those forming the elite of the urban mercantile and artisan classes, especially in Tharbad. As the kingdom has declined, most who had both money and skill found it prudent to relocate to Gondor or Arthedain. Their place in society was taken by commoners who retain enough wealth to now form parties in opposition to the rural Dúnadan gentry.

The ancestors of the Tergil were soldiers, for the most part, of no great rank or wealth, and their descendants have retained that orientation, simply switching their allegiance from the old Kings to other masters.

RELIGION

The Dúnedain of Cardolan, regardless of their particular religious beliefs, are not generally considered to be very devout. The Three High Festivals of the ancient Númenor
are carefully observed, but there are few other indications of piety. Given the Dúnedain's long history of intimate contact with the immortal Elves, including those of Valinor, and their direct experience of the Manifest Will of Eru in the War of Wrath, the Gift of Númenor and its Downfall, it is not surprising that they have little interest in overt worship. The Dúnedain of Cardolan are, however, very concerned with their ancestors, as can be noted in the black obelisks set in a place *of* honor in their courtyards. Otherwise they are more inclined to action and less to mysticism than those of Arthedain. They hold that, as the highest of the Secondborn Children of Eru, they have an obligation to set an example to other Men by deed and appearance. They are, morally bound to rally and lead all Men against the minions of Darkness and their foul author.

The Tergil of Cardolan follow a similar, albeit less sophisticated, path. Their reverence for their ancestors is often expressed in an obsessive concern with personal honor, and they are rather superstitious, especially with regard to "luck." The Tergil are also inclined to honor Eru through the Valar. Especially among the warrior class, it is common for the men to adhere to a loose cult that exalts Tulkas, while their women are devoted to Nessa.

6.1.3 THE DÚNEDAIN OF RHUDAUR

APPEARANCE

At the peak of their power, about T.A. 900, there were never more than a few hundred pure-blooded Dúnedain in Rhudaur, resembling, by and large, the High Men of Cardolan. Those few remaining in the 17th century are generally mixed-blooded "Lesser Dúnedain," called Haëranedain (S. "Far-wandering Men") by their kin in western lands for their need to be far from the centers of civilization. They still resemble their brethren to some degree, particularly when their family lines are crossed with Northmen.

Rhudaur's Dúnedain dress in a variety of styles; wool pants and a long fur jacket are typical, although Hillmen hide kilts and vests have also been popular over the years. Those of pure blood (or the pretension of it) wear Númenórean robes on ceremonial occasions. Deep blues and blacks are the colors favored, and silver and white are common choices for trim.

SOCIETY

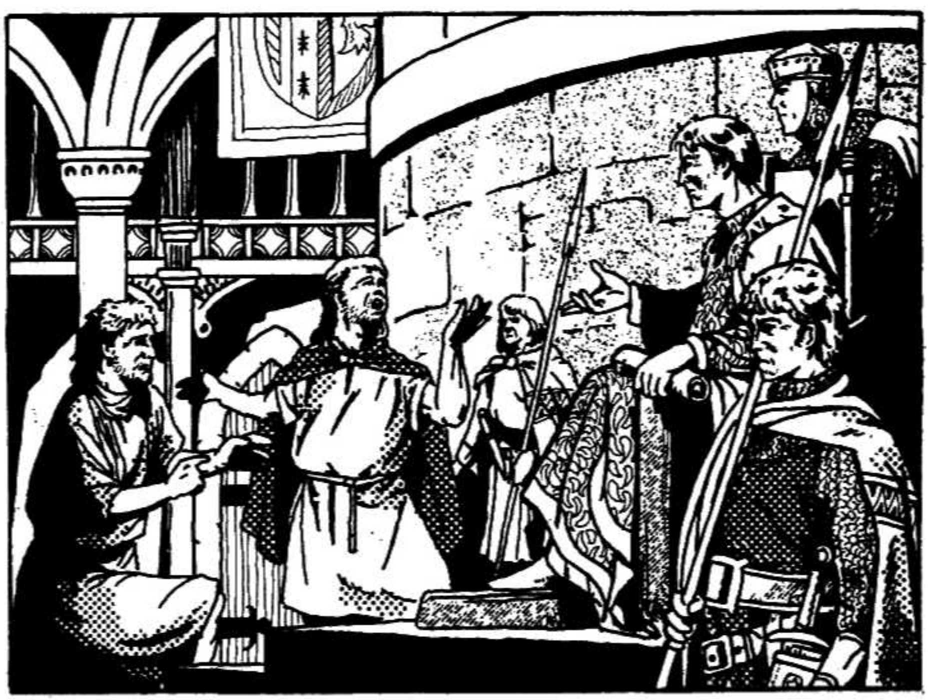
The Dúnedain settled Rhudaur in a manner quite unlike their kin to the west and south. Here the land did not reward half-hearted attempts at agriculture, and the open villas favored by the settlers in Cardolan stood as invitations to raiders. Thus, the Rhudauran Dúnedain built stone halls clustered about a small tower or erected fortified walls around their manors. When first founded, these villages had an average population of about 100, but this changed after T.A.300—it was then that Dunnish tribes were allowed to settle in the Lowlands. Many Dunmen were eventually forced seek homes in and around the villages and to farm. Some lived as virtual slaves, for the Dúnedain did not disrupt the ancient Dunlending practice of debt-servitude. Over time, these communities accommodated various mixings of Haëranedain, Northmen, Hillmen, and Dunlendings—all under the rule of a small lot of purer Dúnedain.

In the traditional Arnorian society, the Ereter (sing. "Aratar") and Requain (sing. "Roquen")—the hereditary lords and knights of the Lesser Houses—swear a loyalty oath to the King or one of the autonomous lords, called Tiri in Rhudaur. The bones of this ancient structure are still strewn about the land in T.A. 1643, but the tides have little prestige and less power.

There were never more than five Tiri in Rhudaur. They were subject to the Lord Protector, based in Cameth Brin, and were of a social rank somewhat less than that of the Ereter of Arthedain and the Hiri of Cardolan. The five lords were responsible for the governance of a Tirdor (S. "Watched land"), a vaguely defined area around their villages, but as Rhudauran society declined, their actual authority rarely extended beyond the sight of the castle tower. Although sworn to the service of the King of Arnor (and later Rhudaur), a Tiri had almost unlimited power over his lands and subordinates. Even for the early Kings, the exercise of central authority was difficult, and almost unheard of without the aid or threat of overwhelming force of aims. In fact, the last King to effectively control all the Tirdyr was the Hillman Rhuggha, almost three hundred years ago. The political descendants of the old Kings, lords, and knights have almost given up even the pretense of honoring the old obligations, and the Hillmen freely mock them.

6.2 THE ERIEDAIN

The fair-haired Eriadan people of Cardolan are more commonly known as "Northmen" or "Northrons." They often refer to themselves as "Eriadorans," a term more generally used to described the much larger populace of Arthadan and Cardolani commoners. They are directly descended from those clans of the ancient Edain who either did not migrate over the Ered Luin into Beleriand in the Elder Days or who did not migrate to Westernesse when the Elder Days ended. Lacking the Dúnedain's extensive contact with the Elves, the Eriedain developed a woodland culture of their own, mixing semi-democratic elements with lines of warrior-kings. The various tribal groups of



A Tiri adjucates a dispute

the old Eriedain sorted themselves out so that the taller, fairer clans lived farther north, towards the colder and less forested country, thus establishing a rough local racial division of "Northrons" and "Southrons" in Eriador.

Later, these realms fell before the might of imperial Númenor in a series of bitter wars during the Second Age. The racial and cultural divisions among the Eriadorans were exacerbated by the imposition of Númenórean culture on the south and the intermarriage of Southrons with Daen folk emigrating from Drúwaith Iaur. The Northmen, therefore, have a purer descent from the ancient Eriadorans, a fact chat many of the them have never forgotten. The legends of the conquest and the theme of cultural and racial purity continue to be rallying cries for the Northmen as the Dúnedain of Cardolan become fewer and more corrupt.

When the original Eriedain enclaves began to break up in the Second Age under pressure from the Númenórean colonists, many of their clans migrated east over the Misty Mountains and into the wilds of Rhovanion. The descendents of these Rhovanion Northmen include the "Woodmen" of Mirkwood, the Gramuz or Grasslanders of the plains east of the forest, and the Beornings of the Anduin Vales. Much later, in the sixth and seventh centuries of the Third Age, some of the Northron peoples were trained as frontier cavalry and eventually migrated with their people eastward as to serve as mercenaries on the Gondorian frontier. These horseman eventually formed an independent culture on the plains of Rhûn calling themselves the Éothraim.

Most Eriedain gradually submerged into the mainstream of culture in Arnor, but a few maintained the older traditions. These traditions were reinforced when, with the rise of Angmar, Rhovanion Northmen were hired as mercenaries and brought back west to serve on the Cardolani and Rhudauran frontiers. By the mid-Third Age, three distinct groups of Northmen dwell in Eriador: the Rivermen of the Baranduin, the Bargemen of the Gwathló, and the Freeholders of the Pinnath Ceren. In addition, those Northmen who fled from the fall of eastern Cardolan into Saralainn during the past centuries have had a substantial impact on the culture of the kingdom that has established there; those who remained in eastern Cardolan now dominate the Cantons of Fëotar, the confederation of commoners that has inherited the responsibility for defense of the frontier.

Appearance

Northmen are tall by the standards of most Men, if not by those of the Dúnedain. The men average 6' tall, and the women stand only a few inches less. Blue eyes and blond or reddish hair is common in many clans. The prevalent garb is utilitarian; the men favor leather or woolen pants and a tunic of light wool. The Bargemen and Rivermen prefer waterproof leather coats and boots for heavy weather, while the Men of the Pinnath Ceren wear hides, particularly bear-skins.

Society

The most noticeable trait of the Eriedain is their individualism and distrust of strangers. The Rivermen live in small villages along the Baranduin and the Lhûn. The Bargemen and the Northmen of Pinnath Ceren uphold a more traditional lifestyle which centers around the "freehold." The typical freehold consists of forty persons, about half of whom are a family of Eriedain and their close kin, called the tahaim. The rest are marls, Eriedain whose tahaim has been destroyed or dishonored and who have been taken into service. There are also a few "bondsmen": slaves, essentially, typically oath-bound to serve for some debt or crime, or for losing in some petty war. This was a practice that was suppressed by the Dúnedain when they could still exercise firm control over the Northman factions.

The center of the freehold is the bechuil (E. "Main House"), which like the other buildings is built of brick reinforced with wood and scone. Behind the bechuil is the cordra, a large fenced-in yard for the domestic animals. A raised platform stands at the far end of the cordra. The bechuil is a miniature fort sufficient to withstand casually marauding Orcs and Trolls. Only the main family lives here, the others dwelling in scattered buildings within a quarter mile of the main house.

The Teongar is the absolute ruler of the freehold, as was his father before him. The honor of the tahaim is the Teongar's highest concern, and if it is impugned he must declare a blood feud. Such feuds are often long and bloody, extending years after the original offense. Even at the height of their power, the Dúnedain could do little to stop this quaint custom. Eriedain maintain self-sufficient homes and generally see their neighbors only at fairs or when vigorous patrols for the common defense are required. However, by strong custom, any stranger coming in peace must be provided with food and shelter, though this obligation only extends overnight.

Among the Bargemen, each tahaim possesses its own barge for navigating the Gwathló. Because of the contrary winds, and treacherous mud banks in the main channel, the barges provide the easiest means to navigate the river. Their prices are reasonable, but the service does not come with a smile. The Bargemen do cooperate in upholding a marine force to patrol the river; each tahaim must serve in this force in a yearly rotation. Only Bargeman males sail, so their womenfolk have an unusually large say in the management of their homes.

Religion

The Northmen of Eriador tend towards less religious fervor than their eastern cousins, probably because of their long contacts with the Dúnedain and the High Elves. Most clans or families support a "tywait," a healer and shaman whose function is to perform periodic rituals to placate the various powers of the supernatural world.

Each family possesses a totemic spirit of its own; the totem, believed to help guard the family against unnatural forces, may be the spirit of a animal, a spirit of nature, or some revered ancestor. Because he or she deals with such a variety of spirits, a skilled tywait is a storehouse of bits of ancient knowledge, some of it concerning powers that last wandered freely in Eriador before the rising of the sun.

The immigrant Northmen still follow their older beliefs, including the Cults of the Earth, the Growing, the Rider, and others.

All of the Eriedain are superstitious, and many develop a few private rituals, charms, and tokens to help them through each day. Most of these have no effect on "luck" or "fate," but some are based on ancient magical knowledge and will actually ward off evil spirits.

6.2.1 THE RIVERMEN OF THE NORTHERN WATERS

A small part of the original Eriedain culture that once flourished along the northern frontier of Arnor, Arthedain's Rivermen have remained close to their ancestors' homeland ever after, These bold Northmen ply the waters of the upper Lhûn basin and across the divide into Forochel; they also travel the length of the Baranduin River, from Nenuial south past Buckland to Sarn Ford, the last crossing of the river before it empties into the sea south of Harlindon.

The Rivermen of Arthedain ate unusual, even compared to the distinctive and unusual Northman cultures surviving elsewhere. Few in number, Rivermen lead a solitary existence and trust no one but their partners, valuing nothing but their trade along the waterways and the lure of adventure and a nomadic existence. Dressed in furs and leather breeches and leggings, the blond-haired and blue-eyed Rivermen might be mistaken for higher Men in rustic disguise but for their gruff, unschooled ways and "woodsy" Westron full of river-slang and red-blooded curses.

Snags, sandbars, cross-currents, and driftwood all provide the kind of danger classical Northmen live for, and the Rivermen of Arthedain are no different. Traveling six to ten miles an hour in sixteen-foot long birch bark canoes weighing over three hundred pounds, Rivermen work in twos and threes, splitting their profits evenly, trading hard goods for furs and pelts up north and paddling and poling south to sell the furs. Like the Lossoth, the Rivermen have learned to do what they must to survive in their chosen land, and the Arthedain, however puzzled by their crude manners and speech, respect their knowledge of the rivers.

On shore, along the Lhûn and Brandywine, Rivermen have built look-out towers on overlooking bluffs and dozens of lean-to's on the banks, sustaining their families there in a simple fashion. They drive a hard bargain and delight in cheating Arthadan and Cardolani soldiers and

Rivermen paddling south



officials as well as the tradesmen in and around Bree, Caras Celairnen, and the Pinnath Ceren. Only the recent Plague dimmed their spirits as it reduced trade up and down the river to hit-or-miss bankside bartering sessions. Rough and bullying as Eriadorans go, Rivermen are distrustful of strangers and capable of dispensing quick justice with the flash of a blade. Those who treat them unfairly cannot afford to turn their backs to them or sleep too soundly along the river banks.



A Teongar proposes a toast

6.2.2 THE IMMIGRANT NORTHMEN

Some of the ancient cousins of the Eriedain fled over the Misty Mountains to preserve their freedom from the imperialism of Númenor. Their descendants returned as mercenaries centuries later to fight the wars of the sister kingdoms. These tall, blond horsemen were particularly valued by the Dúnedain, and they were encouraged to bring their families and settle permanently.

IN CARDOLAN

Five burhs, the hilltop fortress-towns favored by the Northmen, once defined the military border of Cardolan in the east. The collapse of the kingdom, and the swift disintegration of the Hirdor (Barony) of En Eredoriath, Jed most of the surviving mercenaries to return to Rhovanion. Daeron, 20th Hir of Fëotar, persuaded some to come to his lands, which gave him a decisive edge in the civil wars that followed the downfall of the King. The Northmen of Fëotar, however, revolted against the mindless cruelties of his grandson, Gaertil the Bad, and established the peculiar situation in that principality where the people govern themselves without lords. Proud of their distinct culture and suspicious of the remaining nobility of Cardolan, the Northmen have given Fëotar its reputation for stubborn and chaotic individualism, much like one of the ancient Eriedain states reborn.

IN RHUDAUR

Cursed by many petty wars and a small population, the leaders of Rhudaur often looked beyond their borders for sources of manpower. Only a handful of Dwarves entered the service of Rhudaur, and although many Orcs and some Trolls fought, their role was minor. From about T.A, 1100 to 1700, however, Northman mercenaries would play a significant role in the history of Rhudaur.

At first these immigrant soldiers were welcomed only in Cardolan. After their worth was shown, they were employed by all three sister kingdoms. The Northmen came to settle as well as to fight in Rhudaur, and their hilltop cabins dotted the northern and northwestern borders of the country. Although they served faithfully and grimly, after T.A. 1217 Orc allies began slowly to supplant them. This was due in part to the Kings' desperate poverty—Orcs proved to be less expensive and independent than human mercenaries.

More importantly, the corruption of the Rhudauran Kings drove the Northmen away, since most of them would not serve overtly evil masters. Instead, many took employment with the independent lords of the Angle in southern Rhudaur. Between 1301 and 1409, as pressure from Angmar increased, the number of Northmen on the border dwindled, and their tribal organizations were destroyed. Thereafter, the Northman presence in Rhudaur was provided solely by individuals and small bands, working for both sides.

6.3 THE ERIADORAN COMMONERS

The original Second Age population of Eriador was a mixture of separate racial groups. The Dúnadan, or Woses, were virtually driven out of the country in the early years, with a few hanging on in the Eryn Vorn along with their tainted cousins, the Beffraen. The three remaining groups, the Eriedain, Arhûnedain, and Mebion Bron, are the ancestors of the Eriadoran common people. Of these, the Eriedain, direct descendants of the ancient Edain who entered Eriador early in the First Age, have the claim of

seniority and were long the most prominent culturally. It was from their practice of holding a clan's agricultural lands "in Common," so that all villagers could work it, that the name for this people derives. The Arhûnedain (S. "Swarthy Men") had an evil reputation in the tales of the First Age and lost their cultural distinction, although some of more violent aspects of Eriadoran society may be traceable to them. The Mebion Bron were the first of the Daen, or "Dunnish" folk, to enter Eriador, although some scholars have voiced support for a similar origin for the Arhûnedain. Only two of the Mebion Bron tribal groupings lasted into the Third Age: these were, curiously, the peaceful, settled Bree-landers (S. Brerion) and the fierce, xenophobic Hillmen (S. Emynedain) of the Trollshaws.

The Númenóreans blurred these distinctions by culturally or militarily conquering most of the Gwathló basin, where the bulk of the Eriadorans lived, during the mid-Second Age. Typically, the paler, taller Eriadorans who lived along the northern frontier of the Númenórean sphere of influence retained enough of their own folkways to become a distinct cultural group, the Eriedain or Northmen, The population remaining absorbed further waves of Daen immigration when the Númenóreans brought in many as mercenaries and encouraged them to stay during the Second Age wars.

After the founding of the kingdom of Arnor, a great emigration from Cardolan swelled the formerly thin population of the hill country and downlands of northern Eriador. These people became the Commons of Arthedain, living under direct Dúnadan feudal rule. After many centuries of development and change, the Commons of both Arthedain and Cardolan still speak the same "Northron" dialect of Westron, although with distinct accents, and still have much communication and commerce with each other.

SOCIETY

In both Arthedain and Cardolan, the common folk do most of the farming and herding, and provide most of the militia levy for the armies. The old system of common ownership of village lands was broken up in Cardolan by King Valandil to encourage large-scale sheep-herding. Since that time the more wily or ambitious have profited at the expense of their neighbors, a process accelerated by the troubles of the land.

In Arthedain, ownership of land by the Commons is the rule in a few areas, while in others all viable land is owned by the local knights, and the farmers are tenants paying a yearly rent in kind. In either case, the feudal lord and his officers are legal masters of the land, making most important decisions about it and having the right to make many of the minor ones. Because of the stria cultural training of the Dúnadan. nobility and their adherence to the rule of law, this system has led to little abuse and unrest. An Arthadan commoner can, and will, quote the local laws and customs to any poor soul who has "never heard of the King."

In Cardolan, the common folk have long formed the bulk of the middle class, the artisans, and merchants, while in Arthedain this level of society is still mostly Dúnadan. In the great city of Tharbad, the guild members, the laborers, and the poor, who subsist off the dole from Gondor, all come from commoner stock. In the Cardolani villages, the Commons are the rich peasants (who often possess more wealth than their nominal overlords) and the shepherds, as well as the landless vagrants who are driven off after a poor harvest.

APPEARANCE

The common folk are generally short in Cardolan, averaging about 5'6", with ruddy complexions and dark hair and eyes. They dress in earth-toned tunics: pants for the men and shifts for the women. Cheerful and open with friends, favoring good foods and cheerful festivals, they are suspicious of change and of strangers. Most speak only Westron and a few words of Dunael,

In Arthedain, the people are somewhat taller, with more complex clothing, but with a similar taste for natural colors. The Commons of Arthedain speak a Westron with a slightly more "Northron" accent than in Cardolan, and some know a little Sindarin or Adûnaic. They are thriftier, generally better educated, more self-confident, and more strictly mannered then their southern relations; and if they are less likely to favor drink, gaudy celebrations, and raucous humor, they are also more likely to aid a stranger in need and tell him keep his coin for the trip when he leaves in the morning.

RELIGION

The Commons of Arthedain hold to the same religious beliefs as the Dúnedain, leavened with a little traditional Northman superstition. The common folk and clansmen of Cardolan are usually familiar with the lessons of the Dúnedain, but they have found the need for more direct comforts, especially in these hard times. They honor the Huntsman (Oromë) and the Earth Mother (Yavanna) at festivals and during the planting and harvest season with simple but moving rites. On a day-to-day basis, they seek to keep various benevolent and malevolent spirits appeased with charms and libations. Since many southerners arrived during the Plague Years, several cults associated with "sacred mysteries" have been making progress, and some lords rightly fear that some may be fronts for the Dark Religion.

6.4 THE PEOPLE OF RHUDAUR

The Hillmen are the original inhabitants of the western slopes of the northern Misty Mountains. They are directly descended from the Mebion Bron, the first group of the Daen to migrate into Eriador at the beginning of the Second Age. Most of the Mebion Bron were absorbed into the Eriadoran population over the passage of time, but the tribesmen of Rhudaur, who became known to the Elves of Rivendell as Munentaen (D. "Mid-hill Men"), managed to stay apart and retain their culture.

Through the Second Age and into the first centuries of the Third, the Hillmen more or less controlled all of the forested and semi-forested lands of Rhudaur, including the Trollshaws, the fells, the valleys of the Rivers Mitheithel and Bruinen, and the less-rugged En Egladil or "Angle" between the two rivers. While they seldom dared to trouble the Elven and Dwarvish travellers on the Great East Road and the Men Rhudaur, both of which ran directly through their country, they could and did regularly raid across the En Eredoriath and down the Mitheithel whenever they needed supplies they couldn't trade for. All of this changed when Arnor was founded. Under the crown's protection, the valleys of Rhudaur were settled by Dúnadan knights and their Eriadoran subjects. The Hillman fought back, but were eventually driven back into the Trollshaws.

Rhudaur was never able to attract many Eriadorans as settlers, so Dunnish immigrants from the collapse of the Daen Coentis kingdom in Gondor eventually made up the bulk of the Rhudauran peasantry. Hillmen who developed a taste for the settled lifestyle of the new immigrants interbred with them and created a variation of Eriadoran/ Dunnish culture that was impoverished but distinctly Rhudauran. When the Dúnedain of Rhudaur were driven away by a revolt led by a non-Dúnadan King, the people of the rest of Eriador called him a Hillman, and continue to refer to all the Rhudaurim not under Dúnadan rule in that fashion.

The Rhudaurim and the Hillmen, perhaps the unluckiest folk in all of Eriador, have too many troubles of their own to worry about the hated Dúnedain's poor opinion of their races. Since Rhudaur has been under the thumb of the Witch-king, the population of the valleys has dwindled beneath the weight of near-constant warfare and oppressive rule. The heart of settled Rhudaur, the vale called Glin a-Creag, near the capital of Cameth Brin, is a lawless and depressing place. The people share their villages with Orcs and foreign mercenaries, and those unfortunate enough to run afoul of the rulers or to go out at the wrong time of night get torn to pieces by War-wolves. The Hillmen, who enter the valleys only to trade, have fought for the Witch-king in most of the Eriadoran wars, but are now on the edge of a full-scale revolt.

6.4.1 THE HILLMEN

Appearance

The Hillmen are one of the shortest mannish races in western Middle-earth. Males range in height from 5'4"[1] to 5'8"; women are about 3" shorter. They are, however, a stocky, strong, and hearty folk, and quite hirsute. (A slight mustache is not considered unattractive on a woman.) Men often sport grand beards, but all are neatly trimmed and most shave their chins. Hillmen are of dark complexion with dark brown or black hair and dark eyes. Both sexes dress and wear their hair alike, tied in three long braids down the sides and back. They often decorate their hair with intricately carved bone rings.

Clothing is simple and utilitarian. The kalth and kullodo are worn throughout the year; the latter is a short fur jacket with sleeves down to the elbows. The kalth is a sort of skirt or kilt—made from losrandir hide—that is wrapped just above the navel. In mid-winter Hillmen add a full-length fur cape and wear high boots, although they favor moccasins the rest of the year.

Society

Hillmen first came to Rhudaur late in the Elder Days, as clans of the Mebion Bron. Being long sundered from their ancient ancestors, they feel little (or none) lingering kinship with those Dunlendings who later migrated northward into Rhudaur.

Hillmen are hunters and thus are very dependent on the losrandir herds of Rhudaur. They gather some plants, notably blue pine nuts, and cultivate a few herbs, but these efforts merely supplement their hunting kills. Hillmen live in small mobile communities called dacaithan or camps, that loosely follow the migrations of the losrandir. Housing is provided by a semi-circular hide house called the taigh that can be quickly dismantled and packed up. Each dacairhan has a permanent sacred winter campsite, a maigban, somewhere in the Trollshaws.

Hillman society is divided into three classes: Tiark (sing. Tark), Dhier (sing. Dher), and Dheusan (sing. Dheus), or respectively: chiefs, hunters, and makers. Unlike most other cultures, these classes are not based on sex or blood, but rather upon ability. Hillmen use rigorous testing from an early age to determine a person's status. All children are strongly encouraged to undertake the tests necessary to become a hunter. These consist of survival alone in the wild for the long winter and the slaying of a wolf—unaided—in late adolescence. Those who fail or do not try this rite become makers; it is they who perform all non-hunting tasks, from smithing to child care. Their status is low, but their role is respected, and they are protected. Hunters, of course, hunt and also defend the camp. Raiding between rival camps is almost constant, a form of diversion and conditioning. All hunters are eligible to become the new chief; a series of trials unique to each tribe determines who will rule each camp. This commonly involves the killing of a cave bear.

Descent and inheritance are traced through the mother; a husband joins his wife's camp. Children are the responsibility of the nearest hunter among the mother's kin, often an uncle. Female hunters, who make up about a quarter of the total, postpone or avoid motherhood.

All Hillman camps belong to one of the nine tribes, the Ne Dreubhan. Hillmen dislike laws, but revere customs, and no camp raids camps of the same tribe. Tribes do not have defined territories, although they have changing regional preferences. Tribes are ruled by tiark whose power depends upon their own abilities. Each of the nine tiark is eligible to become the new Targ-Arm, or High Chief, when the old one dies. In quiet times the position of Targ-Arm is largely honorary; however, in emergencies, the authority of the Targ-Arm is real and respected.



A Hillman hunter tracks a herd

Daily matters of the camp are governed by the collective wisdom of the hunters present. It is not uncommon for the strongest or boldest individual to act as leader; still, there is no formality to such arrangements. Each camp also has a wegech, a female mage who oversees religious affairs. Among the Hillmen, this is the sole hereditary position. The wegech also serves as a matriarch of sorts and, although it is seldom done, she could overturn the collective decision of all the hunters. Only the chief has more authority.

Hillmen rely upon the losrandir for most of their daily needs. The myriad copper ("red-gold") deposits of Rhudaur are periodically visited so that bronze, necessary for arms, utensils, and ornaments, can be mined. Iron and steel must be acquired from other lands. Hillmen trade dried meat, hides, and furs for these and other metals. There is no real currency, but a losrandir hide that has been cured and stretched has a standard recognized value (approximately 5 silver pieces). Otherwise, barter is the only recourse.

Religion

Unlike the vast majority of their neighbors, Hillmen aggressively reject both the Valar and the Black Religion of Sauron. Their attitude is based on their inherent mistrust of foreign ways, coupled with some strange legends of their ancestors who claimed in ancient songs to have been "betrayed by both the Light and the Darkness." In any event, Hillmen are almost as touchy about their religious practices as are Dwarves. Like the Naugrim, they practice ancestor worship, but among the Hillmen this is centered around a fearful reverence of powerful Ghosts. Lyrical chants and epic songs tell the stories of these strange beings.

Hillmen look to the high *country* surrounding the Trollshaws as sacred and actively cherish the rocky escarpments and unyielding hills. Every winter, Hillmen add venerated objects to hidden, deep pits in the Highlands. Although mainly used as burial sites for the copper totems that Hillmen receive at birth, the pits also hold weapons and jewelry. Ancestral ghosts (Hi. "Boghain") are said to haunt and protect the more valuable pits.

Personal totems (Hi. "Ail-Leagan") are rough lumps of copper chosen for a child by the wegech. They are borne until death and their loss often forces the dishonored Hillman to take his own life. This is usually the case when a totem is lost to a foe through cunning or in battle. A Hillman's only alternative is to serve the holder of his totem until it can be recovered by one of the loser's own family. If the totem's location cannot be determined, the Hillman may go to the wegech for another; but in such a case, the matriarchal mage will invariably require the performance of an awful task or quest. Most totems are worm tightly around the neck.

Language

Hillmen have their own language, called Blarm or "Talk." Blarm is closely related to the tongues of the Dunnish peoples of Gondor, notably the Dunlendings' Dunael. It has, however, developed in isolation for centuries, and mutual comprehension between Hillmen and Dunmen is out of the question. One knowing Dunael, however, can pick up the Hillman Talk two to three times as fast as a Westron (Common) speaker. Hillmen are reluctant to learn other tongues, feeling that if someone really wants to talk to them, he can learn Blarm.

6.4.2 THE RHUDAURIM

In the fourth century of the Third Age, Dunnish tribesmen had reached the southern borders of Arnor and were making incursions into Rhudaur, In the sparsely populated Lowlands, where Eriadoran commoners would seldom settle, the newcomers were unopposed and not entirely unwelcome. Several large tribes were allowed to stay.

The Dunmen proved far less productive and more difficult to govern than the Dúnadan lords had hoped. Many were forced into debt-bondage and became serfs doing agricultural work. However, four of the tribes retained their freedom, and, after the division of Arnor, their chiefs held equal status with Hillman leaders and Dúnadan lords. As the power of the Dúnedain waned and the influence of Angmar increased, these people were readily corrupted, and became the first of the Rhudaurim to directly serve the Witch-king.



A Rhudauran religious ceremony

THE NORTHERN RHUDAURIM

While the Dúnedain of Rhudaur did little to improve the lot of the common Rhudaurim, the Witch-king, in exchange for his frightening and oppressive rule, has ironically brought some Númenórean efficiency to the country, and made those Rhudaurim under his control more self-sufficient in agriculture, trade, religion, learning, and crafts. These Rhudaurim are settled and till the land well. Close to their villages are fields of flax, corn, wheat, mustard, and rapeseed. They also plant orchards of apple, pear, and blue pine (the latter for its nutritious kernels). Some villages in the hills have terraced fields for easier ploughing and reaping, although these are not common. Farthest from the village stand hay pastures. Much of the wheat and corn goes to the granaries of Angmar and is grown simply to pay the tax levied on all Rhudaurim and Angmarim. Gardens of herbs and root vegetables are also cultivated, and most Rhudaurim homes incorporate a pigsty, chicken roost, and goat pen. Sheep are commonly herded where there is insufficient land for all the villagers to be kept occupied by tilling the soil.

The northern Rhudaurim supply much of the cloth used in Angmar. They are also skilled tanners and leatherworkers, woodcarvers, masons and builders, and workers in reeds. They thatch their small, round cottages, for example. Their metalworking is adequate, but most weapons are obtained from other Men or even from Orcish foundries.

THE SOUTHERN RHUDAURIM

The Dunnish Rhudaurim still under the rule of the Kings at Cameth Brin have inherited only a little of this semblance of efficiency. They still practice the traditional Dunnish folk ways, modified somewhat by centuries of intermarriage and contact with the Hillmen. They depend equally on their crops and on hunting caru and losrandir for sustenance. Although familiar with coins, they barter for their own needs. Taxes paid to the King are generally in grain. Unlike the Hillmen, the Dunnish Rhudaurim of the south do keep domestic animals, notably chickens and dogs. In Rhudaur, most of the dog breeds are poor guards and miserable hunters, so the majority end up in the stewpot.

Appearance

The Dunmen of Rhudaur are common men. They range from 5'7" to 5'11" in height, with women about 3" shorter. Dunmen have brown hair and eyes, and their skin is swarthy, especially by the standards of the North. Local Dunnish women wear long, baggy, wool and linen dresses. Men wear baggy shirts which hang below the waist and loose fur pants or, more often, hide. Men and women wear leather boots in the winter and shoes in the summer.

Religion

The traditional religion of the Dunlendings of Rhudaur is centered on a group of ghost/nature-inspired deities. Each village has its own petty deities and elaborate oral traditions. Most folk are fine speakers and enjoy acting out religious rituals, but the main tasks are left to the shaman (Du. "Mhaigh"). He is responsible for communication with the spirit world. The shaman is greatly feared by his fellows; however, his duties are demanding, so he rarely plays an active part in the daily affairs of the village. The ceremonies, in spite of the fear, ritual sacrifices, and superstitious terror associated with some of the deities, resemble parties.

This ancient faith was easily corrupted by the priests of Angmar by emphasizing the powers of the Lord of the Night. The priests have convinced many of the people that it is their faith and devotion to the "Dark Lord" that has banished the ancient ghosts that once haunted them. These people are the most loyal servants of the Witch-king in Rhudaur.

6.5 OTHER MEN

6.5.1 THE BEFFRAEN

The Beffraen were most likely the original inhabitants of Cardolan. They are descended from the ancient Woses, being gifted with night-vision and a somewhat enchanted quality, but possess blood from other peoples (typically by kidnapping), making them somewhat larger then a true Drúadan. The Beffraen now live only in the area around Eryn Vorn and the woods south of the mouth of the Gwathló, though they once inhabited all the coasts of Cardolan. They came into conflict with the Númenóreans before other Eriadorans and retain a deep hatred for all the Dúnedain, Traditionally, the Beffraen have attacked any outsiders, and they are still a menace to storm-tossed sailors. Of late, the leaders of Saralainn have been able to establish contact with the Beffraen and set up some limited co-operation.

Appearance

Slightly larger than their Wose cousins, the Beffraen show signs of interbreeding with outsiders most in their height, which ranges from 4'5" to 5'5". They retain the broad stumpy profile and wide face of their ancestors. They have little body hair, and males typically shave all their heads save for a top-knot. Clothing is simple, leather or fur loincloths and robes. Most Beffraen decorate their bodies with large tattoos that make religious statements or relate personal and family history.

Society

The Beffraen are a hunter-gatherer culture, people with little better than stone technology, although they have many captured weapons. Their tribal groups are led by a chief known as a klag, who may be either a warrior or a shaman. They have a very simple tribal organization and a language few understand. The Beffraen are quite adept are handling their small hide skiffs along the rocky coasts of Eriador where they fish; and they must excel in the ways of the forest in order to survive the terrors of the Eryn Vorn.

Religion

The Beffraen cult is based on worship of Chefuidocsuma Tunkadur (Bef. "Mightiest Doom"). Although the Saralainn rumor that claims their shamans are on a first name basis with demons is nonsense, the Beffraen religion is a bitter and grim one, having much to do with the fear of nature and the outside world.

A Beffraen spear-fisber



6.5.2 THE BREE-LANDERS

By far the most tranquil part of the cool and heady Arthadan kingdom, Bree-land (S. "Breriondor") is an anomaly, a simple village culture in aland of castles, open-air cathedrals, and chivalrous courts. Settled by the ancient Mebion Bron and periodically absorbing Eriadoran immigrants of all races, it has also been home to Hobbits (H. "Kuduk") for 300 years. These simple, diminutive folk came as frightened refugees from the Angle of Rhudaur after the rise of the Witch-king in the early 1300's and now make up a strong minority of the Bree-land's population.

Lying at the junction of the Greenway and the Great East Road, less than twenty-five leagues from Weathertop on Arthedain's worn-torn eastern frontier, Bree-land is a farming region containing four small towns: Bree, Staddle, Archet, and Combe. These quiet settlements sit in and around Bree-hill and the Chetwood, tucked between the Midgewater Marshes and the old boundary separating Arthedain from wild Cardolan to the immediate south. Given the turmoil so nearby and the frequently shady traffic that is the norm along the roads and in the inns of Bree-land, the quaint, peaceful character of the area is remarkable. It *is* a quiet stability born of the special nature of its people. Here cultures and blood have joined to form a unique blend of tough, adaptable, law-abiding, industrious, and yet worldly citizens. They provide steady resolve in an ever-threatened quarter of Arthedain, and they protect commerce along the vulnerable main roads between Fornost Erain and the towns to the south and west.

Peaceful Bree-land suffers from a few problems, of course, notably petty thievery among the transients and incursions from bandits based in the nearby hills of Cardolan. Refugees displaced by war or the Great Plague still pass through the region, occasionally disrupting farm life. Generally, though, the farmers are rarely distracted from the chores, herders tend their flocks without undue concern, and merchants go about the business of reaping a modest profit in coin or barter.

6.5.3 THE DUNNISH TRIBESMEN

The latest in the long line of Daen folk to enter Eriador are those tribesmen who have been migrating north since the collapse of the kingdom of the Daen Coentis in Gondor in the early Third Age. Some were assimilated into the Rhudauran culture under the rule of Dúnadan Kings. (These were described above in Section 6.4.2.) Others, generally more recent arrivals, retained their tribal ways and their identity as Dunlendings.

Known as Haredain (S. "Southmen") in Cardolan, the Dunmen have a war-like, semi-nomadic culture. A great number of tribes remain settled in Enedhwaith, part of which has been known as Dunfearan or Dunland for many centuries. Some have been allowed into Cardolan (particularly Saralainn), the En Eredoriath, and Rhudaur, typically to roam areas the common folk didn't want or to do work or fight wars the locals did not care for. Smaller, non-tribal "clanless" families and bands of Dunlendings have also migrated into the north country from time to time, taking work wherever it is available or land wherever no one else wants it. They have come, in small numbers, as far west as the Rast Vorn and as far north as Bree and the Shire. Migrant Dunlendings are often the only civilized folk one will meet in central Rhudaur, as the Hillmen are less likely to massacre them then they would Eriadoran squatters.

The tribesmen of Enedhwaith or Dunland raid the north periodically. Their cousins in Cardolan and Rhudaur arc usually subject to little supervision by their nominal lord, beyond paying tribute, and live largely as they please. The clanless Dunlendings are considerably more cautious; they are generally outnumbered and impoverished and discriminated against by the locals wherever they go.

APPEARANCE

The Dunnish tribesmen have ruddy, but smooth, complexions, dark eyes, and dark hair. A few *clans* sport red hair and blue or green eyes. For clothing, the men prefer breeches or short skirts and short tunics or jackets. Women wear jackets and long woolen dresses or skirts. The woolens are woven in bright plaids which indicate the wearer's clan. The tribesmen most often know Dunael as their only language.

SOCIETY

The tribesmen live in semi-mobile villages of 80-180 persons, usually made up of two or three loosely-extended families. A village consists of sod-huts surrounded by a hedge of briars, The inhabitants rely on hunting and some agriculture, which is almost entirely done by the women. Each village is led by an hereditary headman, the ceann, and anywhere from four to twenty villages make up a tribe ruled by an elective chief, the ceanaird. While the women scratch out the tribes' existence growing small potatoes, the men spend most of their time herding cattle, poaching sheep, and raiding their neighbors.

RELIGION

The Dunnish tribesmen hold odd beliefs, holding that their ancient culture fell because of the death of the "Old Gods." Their current practices are primitive, animistic, and shamanistic.

6.5.4 THE LOSSOTH

The Lossoth (sing. Lossadan) are a people frozen in mystery, and for nine months of the year, literally frozen by harsh weather. Born in an inhospitable land of ice and snow and long, gloomy months of bitter winter storms, these nomadic Snow People show no inclination to live elsewhere or to change the ancient ways of their ancestors. A completely non-agricultural society, they trade little save for a few steel weapons, ignore the politics of the outside world, and generally avoid any contact with the strange folk who live outside of their hunting grounds. The Lossoth care little for the struggles of their tall neighbors to the south; they find the Arthedain as alien to and ignorant of the ways of Forochel as the Orcs who raid onto the tundra from Angmar, and just as likely to survive.

THE LOSSOTH AS HUNTERS

Navigating the frozen tundra on carts with runners of bone while wrapped in heavy hides, these hearty outdoorsmen travel the icy wastes of Forochel in search of big game and the staple of their diet, fish. Meanwhile, back home in their snow houses along the great Cape of Forochel, the women and children await the return of the hunters and tend to chores such as hide-tanning and the drying of fresh meat into chewy strips. Astute hunters of deer, elk, moose and other big game indigenous to the North, the Lossoth work in teams, driving the game toward the center of the killing circle, where their bows and arrows can work their will.

Great fishermen, the Lossoth living on the shores of the Bay of Forochel spend much of their time at sea, either over holes in the winter ice or in small wood and hide boats during the brief summer. Strangely, they are almost exclusively non-swimmers, since the water *i$* far too cold. Hypothermia, as the fleeing Arthadan King Arvedui learned, will cause the most skillful of swimmers to drown in the northern waters. The Snowmen arc careful to tie lines to each other and to fish in pairs or teams. This is in keeping with the Lossadan custom of sharing and cooperation. Among the Snowmen, life is largely communal, the village unit being an extended family or a group of such kin.

THE LOSSADAN ICE HOUSE

Adversity has forced the Snowmen to adapt a tough, frugal lifestyle, one unknown to those further south. A prime example is the interior of a Lossadan home, a study in the efficient use of space. Most ice houses measure nine to fifteen feet in diameter and are about six feet high in the center, with a three foot high entrance. (Only a Hobbit could enter a Lossadan home without stooping.) Each is constructed of sturdy rectangular blocks of ice, stacked in



Lossadan hunters

circles to form a dome. Snow is used to fill the cracks, thereby preventing drafts. The only aperture aside from the entryway is a hole cut in the crown of the structure to allow the smoke of the fire to escape. A Snowman can carve a small house with his ice-knife in just a few hours. Inside the hut, the Lossoth suspend a family sleeping platform two to three feet above the ground and cover it with furs. Like most furnishings, this frame is made of wood or bone lashed together with gut or sinew. A fire in the center of the hut, a drying rack, cooking utensils and tanning tools take up the rest of the space within the house. The Lossadan home is a crowded one, and individual privacy is a concept unknown to them.

Lossadan Society

Living in a society of kinships—both nuclear and extended families—without permanent or regularly-chosen leaders and only a single locally-acknowledged chief, the Lossoth approach a kind of chaotic, nomadic, communal democracy not seen elsewhere in Middle-earth. True, one man—usually the oldest healthy hunter—does act as leader of the hunt, and if he is shrewd enough, as leader of the Lossoth as a whole. But the Lossoth band and stay together for survival, because it is their way and has always been their way. Like the Arthedain, the Lossoth value tradition. Yet if anyone wishes to pack up his hides and summer tent and hunting weapons and leave, he is free to do so. No law or constable force will stop him; only common sense, a bond with his kin, and a healthy fear of what is outside the frozen circle of villages around Forochel restrain him; yet these considerations are sufficient.

Dangers in the Far North

Living in such a dangerous and harsh climate—one that is usually free of encroachment and the threat of invasion—the Lossoth are sensitive to the slightest significant change in the weather. Their vocabulary includes many different words for "snow" and "ice," depending upon whether it's smooth or rough, drifting or still, old or new, icy or grainy, and so on.

The Lossoth face just three great dangers: the ravages of nature and the weather in the North; attacks by the wild beasts of the wastes, the Snow Trolls, Ice-drakes, North-bears, or roving wolf packs; and sporadic raids by Angmar's spies and scouts bold enough to challenge the elements in the Forodwaith.

From the weather, the Lossoth have little to fear except sudden ice storms that can tear the skin off a hardy animal in minutes or crap them inside their ice houses for days. The Lossoth are rarely caught outside in a storm, for they can foretell changes in the weather just by sniffing the wind. When a particularly bitter blizzard sets in, they hole up in their ice huts and pass the time repairing tools, preparing meats and fish, singing, and telling tall tales to amuse themselves and their wives and children.

The white wolves of the North, always hungry and ever-increasing in numbers, cause their fair share of nightmares. The Lossoth have dogs to warn them of the imminence of the packs and to offer some resistance, but the hunters still flee the field when the wolves come raiding. The hunting weapons of the Lossoth—long jabbing spears, primitive bows and arrows of bone, and crude gutting knives—offer little sense of security when facing a dozen enraged wolves.

Raiding and scouting parties of Snow Trolls and toughened Hillmen sent from Angmar occasionally comb the area en route to the north country of Arthedain. When pressed, the Lossoth simply run and hide and hope for the best, since they are no match for the Witch-king's fearsome allies.

Life in the Summertime

In the summertime, life changes dramatically. The Lossoth leave their melting ice houses and roam the forests and rivers of the region in search of fish, game, greens, roots, and berries. The runs of certain fish, like salmon and herring, are brief, and the Lossoth, highly dependent upon them for the bulk of their diet, organize their lives around the movement of their prey, packing up their hide tents and moving daily to stay near the fish, which are salted and dried for storage by the women. To increase their take, the Lossoth build stone weirs, or low walls of rock, to trap trout and other freshwater fish in shallow water, where they are harvested with nets and, in the extreme shallows, by hand. Children hunt for driftwood washed ashore and help their mothers butcher seals, cook meat, clean hides and make clothing, including the sealskin boots everyone wears. The men hunt beaver, waterfowl, elk, and losrandir and tend to the sled dogs so vital to winter survival.

But even the dour and xenophobic Lossoth pause to have some fun. At the annual muldak held in midsummer, Lossadan clans gather to trade hides and talk, arranging marriages and celebrating a hunting ritual. For most, it is the only time of the year they see anyone outside their winter hunting group and beyond the "borders" of their hunting grounds; the high-spirited scene is three-quarters song-and-dance and one-quarter business. Having learned how to concoct and enjoy grum, a putrid-tasting liquor made of roots or berries heated into a mash and distilled, the men argue, dance and drink themselves into a stupor. As is the custom, the women grudgingly clean up after them.

Common Chores

The Lossoth are masters of the natural tools provided by their chosen environment. The women make glue to bind the tent poles from dried, treated and resoaked blood mixed with fish oil. To make a fire, they strike pyrites against a piece of iron and let the sparks fall upon dried moss or wood shavings. The men fish in twenty-foot long kuds, round-hulled boats with identical bows and sterns.

It takes two Snowmen about two weeks to build a kud big enough to hold both of them and hundreds of pounds of cargo; the kud is formed of bent cedar covered with hide Of bark, sewn with spruce roots and sealed with chewed and heated gum. From the bark of the same cedar, a much-cherished tree, Lossadan women make pillows, robes, sails, capes and napkins. Nothing goes to waste in the North.

CRIME, DEATH, AND THE LOSSOTH

In Lossadan society, however crude and simple one finds it, there is also much to admire. First, everyone knows his place; burglary and robbery are as rare among the Lossoth as they are common in other "higher" societies, like Rhudaur's or those along Gondor's eastern border. Second, the Lossoth are not covetous or evil as a group. They have no territorial ambitions, no hoarded riches, no bejewelled Kings buried in elaborate mounds. To honor their deceased, the Snowmen send their dead floating downriver in a kud lined with ferns and mosses. Most importantly, the Lossoth live as they please, in spirited competition with the climate and weather of Forochel and the beasts who share the bare rocky tundra and icy streams and forests and rivers with them, for the Northern Waste—the land of the icy heart—is their home.

6..5.5 THE CLANSMEN OF SARALAINN

While most of the peoples of Cardolan have ancient roots, the clans of Saralainn are a comparatively new phenomenon. After the downfall of the kingdom, many people sought safety from the more violent civil wars in the thinly populated, and less than appealing, plains of Minhiriath. Large numbers of common folk from central Cardolan, and many Eriadorans from the east arrived with little but the clothes on their backs and joined the local scattered tribesmen. Conflict could have been expected, but the tireless efforts of the strange mage known as Tharkû (i.e., Gandalf the Grey) led to co-operation and integration. Within a century, a new culture had blossomed combining the arts of the tribesmen, the diligence of the common folk, and the valor and individuality of the Northmen.

APPEARANCE

The clansmen of Saralainn average only about 5'7" in height, though some men are well over 6' tall. They are somewhat swarthy, coming from primarily Daen stock, but considerably fairer than the Dunnish tribesmen with whom they share their lands. To contrast the drab landscapes of this "exalted land," the clansmen favor bright colors for their clothes; a yellow dye derived from the shrub lus is most common. The men wear trews (D. "Pants") and a short sleeveless shirt. They top this with a long wrap, which the women also use over their long dresses. The men tend to shave, although long side-burns are popular. Virtually all clansmen know both the local Dunnish dialect and the Northron dialect of Westron.



A Saralainn clansman tells a tall

SOCIETY

The people of Saralainn are a rowdy folk who frequently ignore their kings and often indulge in intrigues against them, but their constant internal quarrels result in few deaths. They have organized themselves into nine clans headed by a Cean (D. "Thain") which consist of half a dozen small villages that are moved when the land plays out and two or three torran (D. "Towers"). The torr is an *odd* circular fort of three or four stories in which the large hollow walls provide residence for the clansmen while the center is reserved as a refuge for the sheep upon which the clansmen largely depend. The torran serve well against the evil creatures that raid Saralainn from the surrounding highlands and from the clansmens' own love of rustling.

The clansmen are famous, even in Gondor, for their arts. Their bronze and silver work, decorated with intricate, intertwining animals forms, command high prices, but not so high as the oratory of their bards, which even the Elves respect. Their skilled healers are also well-known, and considering how violent a world they live in, well-practiced.

6.6 OTHER RACES

6.6.1 DWARVES

The Dwarves of the Blue and Misty Mountains have been a small but vital part of Eriadoran history since the beginning. The path that later became the Redway and the southern end of the North Road were originally the trails between Belegost and Nogrod, the cities, respectively, of Dwálin's Folk and Thrár's Folk, and Khazad-dum, the home of Durin's Folk, then on the eastern side of the Redhorn Pass, After the fall of Belegost and Nogrod at the end of the First Age, Durin's people took up the task of opening roads, trails, and mines throughout the region. Short, bearded, parties of rugged Dwarven miners built bridges, ran ferries, coined money, and controlled the market in steel and manufactured goods in Eriador for most of the Second Age.

With the rise of Arnor, the Dwarves of Khazad-dum allowed their political interest in Eriador to decline. While there are always Dwarves in Tharbad and other towns along the Eriadoran trade routes, the rulers of the Dwarven Tribes now intervene rarely in the affairs of Men. The folk of Eriador, by custom, give great deference to the power of a Dwarven King and do not trifle with his subjects, but neither they nor the Angmarim fear his power.

The Dwarves a traveler might meet on the road will typically seem cold and withdrawn. It is not Dwarven custom to interact with strangers except as direct need arises. Those who manage to befriend them find them open enough, if a bit stiff-necked, and stoutly loyal in a fight. The superstitious nonsense that is passed around Dwarves being born of stone and made of stone is just that. It requires some effort, but an honest and direct Man can find himself with worthy Dwarven acquaintances and possibly fast friends.

THE PETTY-DWARVES

Petty-dwarves were a dying race before the birth of the Sun and the Moon. The last of their kin were long assumed to have finished their lives during the Elder Days, and only one, the treacherous Mîm, is mentioned in the Elvish histories of those times. However, a few fled from Beleriand before its fall at the end of the First Age. They have managed to survive in dark lairs in hidden corners of Eriador ever since, periodically making appearances that are told in legends and odd, sad, old tales.

The Petty-dwarves (S. "Noegyth Nibin") have always had a unique character, although they were once simply a group of renegades from the ancient city of Nogrod. The murder for which their leader was exiled may well have been the first ever to occur among the Dwarves. It was the nature of the world in the Elder Days that a single act could shape the destiny of an entire people, and even change their forms. The exile of the Petty-dwarves gave the culture of their small tribe a furtive and evil cast, and their secretive and bitter ways twisted and diminished their bodies and minds. It was only after their sundering that they began to diminish in stature and smithcraft.

Eventually they became considerably smaller than their Dwarven brethren, and in the Third Age they rarely stand more than four feet high. Their tendency to stoop and move about with peculiar stealth accentuates their smallness. Petty-dwarves are also remarkably ugly by normal standards: their gnarled limbs ill-fit their bodies, their heads are far too large and thin, and their beards are naturally wispy and tangled.

Petty-dwarves have far fewer skills in stone- and metal-working than do the Dwarves, but they can accomplish much given time. Instead, they are better at growing and using herbs and more knowledgeable in the ways of nature. These skills proved necessary in light of the persecutions weighed upon them; there were never more than a few Petty-dwarves in any land, so they were inevitably preyed upon by stronger races.

6.6.2 ELVES

The Elves are the Firstborn, the oldest of the the races of the Free Peoples created by Eru to populate Middle-earth after its creation and sculpting by the Ainur. Of approximately the same physical build as humans, the Secondborn, Elves can be distinguished from Men by their immortality and by their eternal, radiant, youthfulness. Elves not only do not age, they do not tire, do not sicken, and do not scar when injured. To look into Elvish eyes is to expect the freshness and innocence of youth and then see the pain and wisdom of immense age and long experience.

Brought into the world when it was still in the Sleep of Yavanna, the first Elves were raised under the stars and see as well in dark as in light. Three nations of the Elves, the Vanyar, Noldor, and Teleri, took up an offer from the Vala Oromë to come to Aman, the Undying Lands, and see the Two Trees that brought the full light of day to that part of Ea. Those of the Teleri who turned from the march to Aman before reaching Eriador were named the Nandor; they became the Silvan Elves of the Vales of Anduin. Another group turned from the march to settle in Beleriand, some in the inland kingdom of Doriath and others along the Falas, the coast. These two peoples, who became known as the Sindar, were the majority of the population of the Second Age Elvish kingdom of Lindon under the High King Gil-galad. Gil-galad was himself a Noldo— born in Middle-earth, but descended from those went to Aman for many ages and came back to Middle-earth in search of the Silmarils stolen by Morgoth the Enemy.

These decisions in the deeps of time established both the appearance and identities of the three peoples. The Silvan Elves are slightly smaller and more reclusive than the other two. The Sindar lived long in a land close to the source of the Essence that created Eä, and many dwelt with a Maia, Melian of Doriath, as their queen. As a result of their close association with such power, they are taller than most men, and capable of great works of hand and intellect. The Noldor actually lived in Aman for a immense period of time; they returned to Endor grown in

both physical stature and wisdom. Many of them were well over seven feet tall, possessed of enormous strength, beauty, intelligence, and skill brought about by being in the presence of and learning from the Valar themselves. While most of them died violently and tragically in the troubles of the First and Second Ages, their talents and accomplishments continue to awe the learned Men of Middle-earth, and the radiance of a Noldo's appearance can cause lesser folk to cower or stare in astonishment or fear.

Their immortality gives Elves many advantages in Middle earth and also some subtle disadvantages. While all of Endor's children are born with free will, the immortal Elves are tied to the world and its destiny far more closely then Men, Dwarves, or Hobbits. While they can be happy and even frivolous in their daily lives, they are, in the long term, bound to the fate of the world by nature and by habit—in the face of great events the Elves tend to listen to prophesy and wait on events that would drive men to desperate action.

The nature of immortality, too, gives Elves a conservative nature. Possessed of natural grace and virtually immune to ailments *of* rhe body, little discomfited by physical needs, they lack an immediate goad for wealth and have little natural motivation towards risk to get it. An Elf, therefore, has little reason to be involved in the petty struggles for land and power that have busied the Men of Eriador virtually since the first rising of the sun. When they do so, the involvement seems to Men to be eccentric or obsessive. An immortal Elf with a cause, such as that of Fëanor in the First Age or the Sons of Elrond in the Third, can pursue that passion for many lives of Men, creating a legend in the pursuit.

The Last Alliance of Elves and Men, formed at the end of the Second Age, was so named because the Noldor of the kingdom of Lindon knew that it would be their last great struggle. Sauron himself, the horror with which Gil-galad had been dueling for two thousand years, was a constant reminder to them of the greater evil of Morgoth and the First Age, when their people had left the bliss of Aman to come to Middle-earth and be slaughtered in an endless, hopeless war. As they had foreseen, the Elves of the West faced a similar grim, bloody conflict in the merciless deserts of Mordor. Only a handful returned to the fair lands of Lórien, Lindon, and Rivendell to weep for the cost of their victory.

Lindon could no longer truly function as a realm; not enough Elves remained to make government viable. Instead, Cirdan, the eldest and greatest of the Sindar, became lord of a scattered people. Only by dint of long debate and persuasion could any diplomatic or military initiative be made from his capital. Elrond of Rivendell, who sees farther then most Elves, has shown greater interest than the Elves of Lindon in the conflicts of the realms in Eriador, but he has no strength to commit. He contributes, for the most part, merely his wise council to the cause of the Dúnedain, when they have sense enough to take it.

Thus the Elves and Men of Eriador are slowly sundered. Unable to see past the Witch-king's throne and glimpse the hand of the reborn Sauron behind it, most Elves still view the struggle with Angmar as another war of Men. "When Elves intervene in the wars of Men," it is said, "fewer Elves come back then went forth; and always there is a new generation of Men, another tyrant, and another war." As time passes, more Elves accept the offer of refuge made by the Valar at the end of the First Age, and each year a few board the ships made by Cirdan and his wrights and sail into the farthest West, away from the troubles and risks of Middle-earth.

Individual Elves can and do take up mannish causes. Elladan and Elrohir, the twin sons of Elrond, are friends of the Arthedain, acting on their own or as their father's agents. Others can be found traveling through Eriador, some of them on personal business, some doing what they can to keep the paths to the sea clear for the Elves who may wish to set sail from Lindon. For the most part, Men do not see them unless they want to be seen; and should an Elf stop in a mannish town or village he will almost certainly draw curious stares, Most of the Elves, to avoid humans, travel *in* groups organized by Elvish leaders to assure their privacy and safety.

The Wandering Companies

Of the Eldar that remain in Middle-earth, most reside in havens near to or within Eriador: Rivendell, Lindon, and Lórien. When they have need, these Noldor and Sindar venture into the lands of Eriador in Raenar Dirnen (S. "Wandering Companies"). Composed of one to three dozen Elves, such groups are organized well in advance, in one of the three Elvish domains, and outfitted for the mutual protection of all of the travelers in the party. Their leaders know the lands of Eriador well and keep to secret paths and places on their journeys. Their scouts are vigilant, continuously aware of all other nearby creatures.

Even when the wandering Elves are carefree and careless (no matter how large the Raene Dirnen), all that Men along their path might notice is a distant echo of Elvish song passing in the night. If the Company is actively avoiding contact, the Elves will generally not be noticed at all, even by Men who are deliberately seeking them out. Although peaceful in appearance, the Companies are well equipped in arms and magic, enough to deal with any contingency save perhaps an encounter with the Witch-king.

Occasionally a Raene Dirnen befriends a Man, Hobbit, or Dwarf encountered along the way. The benefits of this friendship are more spiritual than material. The Elves of Eriador do not wish to become actively involved in the affairs of mortals; and when they do, such decisions are made by their lords. The most usually offered by a Wandering Company is witty companionship, a safe place to spend the night, and perhaps a very little advice, given with the warning that the Elves have "other concerns."

Silvan Elves are less inclined to join one of the Raenar Dirnen. They may be encountered in the patrols that Gaerdaë and Felanor, Cirdan's Wardens in Harlindon and Forlindon, respectively, occasionally send into Cardolan and Arthedain, or those that Glorfindel, chief of the Guardians of Rivendell, sends into Rhudaur and Eregion. Such patrols are even more elusive than the Wandering Companies. In the unlikely event that a patrol takes direct action against an evil, their tactics are secret and sudden, as violent as might be needed, and then the Elves move swiftly on their way.

6.6.3 HOBBITS

ORIGINS

No one knows how Hobbits came to be. No great creation myth permeates their culture, as in Elven and mannish societies, and the records of these races do not mention the Halflings. The original Hobbit homeland in the Vales of Anduin, on the eastern side of the Misty Mountains, is only slightly less broken then the Fells on the western side. The Hobbits seem to have been secretive creatures in the Second Age, using mainly flint tools, perhaps stealing scraps of metal from Dwarven camps and old battlefields. They took up agriculture only in secluded spots hidden in the forests and foothills. Their remarkable skill at hiding and their habit of living in burrows may have gotten them mistaken for fairy creatures on more than one occasion. In that case, the oldest possible reference to the Hobbits in western lore would indicate that a "wood-child" traveled to Eriador and even Númenor as "companion" to a nephew of one of the less notorious Kings. What may have come of the voyage was not recorded.

THE WANDERING DAYS

Regardless of the lost past, Hobbits have most of the good and bad qualities of Men, and rapidly picked up mannish customs once they began making their presence known in the world. The Harfoots started active trading of foodstuffs for manufactured goods with the Dwarves of Khazad-dûm sometime in the early Third Age. After the Shadow fell on Greenwood, across the Anduin from the Hobbit homeland, they found their woods and hills more dangerous and their small gardens growing less well. The Harfoots, the smallest Hobbits, but the most plentiful, were the first to cross the Misty Mountains into Eriador, sometime around T.A. 1050. Dark haired and rarely exceeding 3 feet in height, they continued to have good relationships with the Dwarves and liked fertile hilly land, settling first in central Rhudaur, spreading as far west as Weathertop. They migrated to Bree when Rhudaur began to fail.

The adventurous Fallohides, leaner, taller, and fairer cousins to the Harfoots, followed them over the mountains a century later and hunted in the woodlands of eastern Rhudaur and the Hithaeglir foothills. This led, no doubt, to some interesting encounters with both the Hillmen and the Noldor of Rivendell, but finally war and the expansion of Angmar pushed them, westward to Bree as well. Stoors, the most mannish of Hobbits, were the last to make the hike over the Misty Mountains, around T.A. 1300. Rugged individualists, Stoors wear boots over their hairy feet and grow beards. Before joining the march westward, they fished in and boated on the rivers of eastern Eriador, settling for a time in large numbers in the Angle, in southern Rhudaur, and the swamps along the southern bank of the lower Mitheithel in Eregion. In the later, declining years of the kingdom of Cardolan, Hobbits made up as much as twenty percent of the population. They are a very practical race, though, and most of them were looking for a safer location if one could be found.

THE SHIRE SETTLEMENT

By 1601 of the Third Age, many Fallohide and Harfoot Hobbits had left their homes along the Anduin to gather at Bree, where they hoped to be safe from Angmar's throttling grasp. Through a serendipitous stroke of good fortune, or possibly due to some subtle and skillfully opportunistic political maneuvering, King Argeleb II of Arthedain granted the Fallohide brothers, Marcho and Blanco, and their followers all the land from the Brandywine River west to the Far Downs to settle and farm in perpetuity. All that was required of the Hobbits was that they acknowledge and aid Arthedain's King, his edicts, and his messengers, and that they maintain the Great Bridge that carried the Great East Road over the Baranduin. Such tasks the Hobbits, crowded and oppressed at Bree, were glad to agree to do. Thus began one of Middle-earth's most unusual, and as it turned out later most important, alliances among the Free Peoples of the world.

Substantial numbers of Hobbits still reside in southern Eriador in 1643, but these are now definable as the "Wild Hobbits," families who have not acquired a veneer of Dúnadan civilization. Wild Hobbits live in widely scattered smials (K. "Burrows") and are equally distrusting of all "Big Folk" be they Orc or Man. A few civilized Hobbits, mainly Stoors, still reside near Fennas Drúnin in the Angle or in Tharbad, Most of the latter work as guides in the Swanfleet Marshes or serve the few Dwarven smiths who dwell in the city; they are among the few Hobbits to whom residence in the Shire does not appeal.

APPEARANCE

The Hobbits appear to be laughably small—two to four feet in height—tillers of the soil, a comfort-loving race overly fond of food, drink, fellowship and gossip, as unheroic as could be. Their dress and manners are simple, occasionally colorful, mimicking those of the Cardolani commoners and Bree-landers whose lands they've shared in recent years. Hobbits are polite to Men; they know how helpless they appear to the Tall-folk, and can judge how helpless they would be if real trouble broke out.

SOCIETY

Hobbits are, by their very nature, reclusive stay-at-homes, intensely loyal to their families, and naturally peaceful. These are all good traits for a small race in a world of large dangers, and they also suggest that the Hobbits' alliance with the quiet philosophers of the Arthadan court is not so bizarre as it might seem at first.

Most of the Hobbits day-to-day culture is drawn directly from the Cardolani they first met when they moved to Eriador. They have learned the civilized trades, keep the old religious festivals, and herd most of the domestic animals common to Eriador. While picking up quickly on the use of plows and oxen, wheels and mills, Hobbits on the whole distrust and dislike machines and the steel weapons of their Dúnadan overlords. They have shown, however, that they are quick learners, and their new lands in the Shire are already beginning to bloom.

6.7 CREATURES OF FAERIE

"...these are the Mánir and the Súruli, the sylphs of the airs and of the winds...

"...About them fared a great host who are the sprites of trees and woods, of dale and forest and mountain-side, or those that sins amid the grass at mornmg and chant among the standing corn at eve. These are the Nermir and the Tavari, Nandini and Orossi, brownies, fays, pixies, leprawns, and what else are they not called, for their number is very great: yet must they not be confused with the Eldar, for they were born before the world and are older than its oldest...

"...and with them the troops of the Oarni and Falmaríni and the long-tressed Wingildi, and these are the spirits of the foam and the surf of ocean.

The Book of Lost Tales

THE COMING OF THE VALAR

All legends and tales of the creation of Middle-earth tell of the Ainur, the Holy Ones, the beings of pure thought who existed in the Void in the service of Eru before the beginning of time. The creation of Eä, the world, was accomplished by the will of Eru aided by a small number of the greatest Ainur, the Valar, and an immense number of lesser spirits, known collectively as the Maiar. The Maiar that came to Eä were concerned with the details of the creation; thus they comprised many elemental beings of earth, air, fire, and water, as well as others that were guardian spirits of animals and plants. Still others embodied themes, such as crafts, hunting, hope, and healing, for such things are as much a part of the world as any river or mountain. The Maiar that participated in the creation gave much of their Essence to the world, and took forms reflecting what they had given.

As the ages passed, many of the Maiar withdrew from the world, passing beyond its boundaries (the "Walls of Night," or simply "the Pale") to return to the Void. Others stayed and became bound to the fate of Eä. None retained the fullness of their free will, for that was the province of Eru's new creations, the Free Peoples; some of the Maiar lost their sentience, their self-aware intelligence, entirely.

At the time of the rising of the sun, a multitude of spirit-beings of various descriptions still dwelt in Middle-earth—some far more powerful than the mortal races, some not so. They were given different names by Elves and Men: Gods, Spirits, Demons, Fairies, Elementals, the Little Folk, the Secret Folk, and all manner of other titles indicating awe, respect, fear, or a simple ignorance of their nature.

In Eriador, where the lore of the Elder Days is passed on by the ageless Elves, the greater of the Maiar are still called by that name; they include beings such as Tom Bombadil, an earth spirit, and Goldberry, his bride, essence of the rivers of the Old Forest. The lesser Maiar are generally referred to as the Fëahini (Q. "Spirit Children"), which is Faelië or Faerië in Sindarin and Fairy in Westron. Some of them, such as Fangorn, the Eldest of the Ents, are as ancient as the world itself. Others, like Bregalad, or "Quickbeam," a younger Ent, were actually born in Middle-earth. A few are immensely powerful and barely conscious of events around them; the spirit of Caradhras, the great peak of the Misty Mountains that sits above Durin's City, is one such. Others, like the Ents, are sufficiently free-willed to be considered a race of the Free Peoples. Some are rare, small, and animal-like, such as Badger-brock of the Withywindle, a fairy creature mentioned in Hobbit poems.

The Faerie are much fewer in the Third Age of Middle-earth, and very reclusive. Most speak Sindarin or a variation of it, for they often had no speech of their own before the first Elves taught them. Those that wear clothing and live socially, as other races do, copy fashions and customs either from the Elves or Men who live around them. In all of these creatures, the fana, or body, they take on, bears both some relation to their nature and some relation to the Free Folk. Thus, Wood Spirits often look, speak, and dress in an Elvish or mannish fashion, while the Badger-folk of the Withywindle appear badger-ish but live after the manner of Hobbits. An earth elemental will have the substance of dirt or rock and move slowly, an air elemental will be a breeze with some substance and a flighty attitude.

Animals and the Speaking Folk have interbred with Faerie creatures in the past. The áraroch, the enchanted Elvish horses ridden by Glorfindel and other Noldo lords, are of Faerie blood, and it is said that the nimfiara, or "white hart," of the Old Forest is also of such descent. Occasionally, a trace of the ancient bloodline will surface in otherwise normal beings; an Eriadoran farmer will blame "Fairy blood" for an unusually stubborn cow or an unnaturally cunning fox who causes him trouble, Sadly, a human who acts in a bizarre fashion or is born with a simple physical defect such as pointed ears or webbed toes

will be labeled "Fae" or "Changeling" and may be abandoned or driven from his village. This is a result of fear and superstition, for the most part, since the gift of true Faerie blood is extraordinarily rare in the Third Age.

Men tend to confuse the creatures of Faerie with the mysterious Elves, and occasionally with the reclusive Dwarves. This is the same ignorance that leads Men to be as afraid of Elvish magic as they are of the Witch-king's. The name Faerie itself is used by some humans to refer to Aman, the Undying Lands, which is actually ruled by the Valar and known to Men mainly as the abode of Elves. Such stupidity is a nuisance for any person confronted with a spirit creature, most of whom are without any directly evil intentions—but it is also a misconception derived from long experience. The tales that tell of Fairy creatures are cautionary ones. The feelings and motivations of such entities are often unlike those of humans; an immortal whose memory goes back beyond the beginning of the world need not have great empathy for the little matters and creatures of Endor. Men deal with such ancient powers at great risk.

6.8 CREATURES OF DARKNESS

6.8.1 ORCS

There was a time when the Kings of Arnor would claim that no Orcs walked their lands; if this was precisely true, it was a remarkable accomplishment, for the Orcs have laired in and stalked the woods of Eriador since the dawn of time. The Misty Mountains rise over some of their greatest strongholds in the North. Enedhwaith and the Rast Vorn, never completely occupied by Men, have always been a haven for scattered tribes of goblins. With the decline of the Dúnedain, Orc raiders have grown bolder, and can now be found anywhere outside the heartlands of Arthedain and Lindon and the immediate area of Tharbad.

Most of the Orcs of the North are currently governed from Carn Dûm, and they've been organized and re-equipped by the Witch-king and his generals. Their basic nature has not changed through three Ages of the Sun. Appearing as shrunken, twisted, fanged, and bestial copies of Elves or Men, Orcs are vicious, erratic, selfish, and usually quite stupid, filled with a consuming hatred of all that lives in peace in the world. Attempts to save or tame Orcs, a hobby of some Dúnadan scholars, have always failed. The Great Enemy who twisted their Elvish ancestors in the deeps of time did his work well, and eventually any kindness towards them is rewarded in the same way as cruelty: by an explosion of fear, despair, and ferocious anger. The kindest thing any Man or Elf can do for an Orc is to kill it; the Orcs feel the same way about the Free Peoples, of course, but take prisoners for later interrogation, torture, sacrifice, or ransom. While subject to panicky flight if pressed hard enough, they will fight to the death if cornered, and their females and imps will slay themselves to avoid capture.

The majority of the Common Orcs of Eriador belong to the Uruk-Engmair, the Orc-host of the Witch-king, operating in Rhudaur and on the Arthadan border. Others along the eastern frontier are part of the "Goblins" of Kâpul-doraz (S. "Glamannon"; W, "Goblin-gate), the cave-city under the passes of the Misty Mountains. The "Wild Orcs" of the Rast Vorn, Cardolan, and the Enedhwaith have no master. Common Orcs are no larger then a Dwarf and not as solidly built, but the Uruk-hai, the elite troops of Angmar, are bred to man-size and are nearly as intelligent. They turn up frequently as leaders and in important raiding parties from Angmar.

6.8.2 TROLLS

Even at the height of its power, Arnor never completely exterminated its Trolls. Great, lumbering, scaly creatures of roughly mannish shape, bred by Morgoth from Giants and Ents, the Wild Trolls of the Misty Mountains and the fells on their flanks are long-lived, hard to kill, and capable of thriving on ground so barren and broken that Men and Dwarves have ruined themselves simply trying to hunt the creatures down. Stupidly evil, they are easily made subject to the spells and evil will of the Witch-king and have steadily increased their numbers under his protection and tutelage. Their great vulnerability, other than their weak minds, is that their flesh turns to stone in direct sunlight. One of the more spectacular victories of the Arthedain in the Second Northern War came when Galhen Eketta, Captain of the Rangers, aided by the Wizard Saruman the White, set fire to a number of the Witch-king's tents encamped before Fornost and slew two dozen Trolls at once as they fled the flames into a noon-hour sun.

The Stone, Hill, and Cave Trolls of the eastern highlands are only the most common breeds found in Eriador. The Olog-hai, the Black Troll bodyguards of the Witch-king, are larger than the largest Hill Troll and not destroyed by the sun as long as their master's will is upon them. The Snow Trolls of Forochel hibernate all through the northern summer. They turn to pillars of dirty ice when struck by the rays of the sun, but are not slain when this happens; when the sun goes down, they return to life. The Forest Trolls (S. "Taurtereg") of Rhudaur, Enedhwaith, and Cardolan are much smaller than other Trolls and have a little of the grace and cunning of woodland creatures. Said to have some "goblin" blood, they are only slain by the most direct and blazing sunlight and thus are somewhat more mobile than others of their kind.

6.8.3 UNDEAD

Undead are, roughly speaking, the residue of the souls and bodies of deceased Men (and sometimes other creatures) held to a mockery of their living forms by some evil power or horrible curse. Ghosts, souls bound to the earth by a powerful or random burst of willpower, are Undead; so are soul-less corpses such as skeletons and zombies,

which are usually created by the direct action of a sorcerer or evil priest. The Undead routinely consume life energy from the living beings around them, either by direct draining of life force (ghosts and wraiths) or by physically devouring them (ghouls). Such things were relatively rare in Eriador until recently, when wights summoned by Angmarean sorcery, appeared in some numbers in the Barrow-downs of northern Cardolan, taking over the graves of the Kings and nobles of the Dúnedain of Arnor.

Wights

Wights appear as dark, shadowy mannish forms with eyes akin to faint lights. Much of their substance lies in the Shadow-world, a parallel plane of Darkness that is a reflection of the evil that has tainted Eä since Morgoth first marred it at the time of the creation. Consequently, wights are difficult to perceive as anything other than dark shapes. If observed by one who can see the Shadow-world, or through special magicks, wights take the tattered forms of great lords of Men, with withered features and cold, cruel eyes. While normally found in tombs or barrows, they are not typically the spirits of those laid to rest therein. This can happen, however, if the tomb's owner was sufficiently evil or somehow horribly cursed.

The main weapon of a barrow-wight is fear. For an ordinary mortal, wights embody all the dark terrors and nightmares of childhood. Those who encounter one must resist its aura of fear; if they fail, they are paralyzed and unable to move. The touch of a wight is cold, lifeless, and killing. It yields a deep sleep that can often be broken only by magical means; the victim may never awaken. When stricken, the unfortunate victim dreams of the final hours and the most terrible moments of the original inhabitant of the tomb. Wights normally carry their victims into their barrows *and* deck them with jewels before performing a ritual sacrifice to Darkness.

Wights are extremely difficult to disperse. Their only physical manifestation within Eä its that of shadow—only a magical blade can reach the plane upon which their essence dwells. Wights cannot bleed; indeed, their dry, withered shadow-forms hold no blood. Although damage to a wight's form can disperse the spirit temporarily, it will re-coalesce in time. Like most beings of the Shadovv-world, wights are blinded by the sun. If exposed for more than a few seconds, they lose form and retreat to the darkness of their barrows.

To permanently destroy a barrow-wight, the spell laid upon its barrow must be broken and the wight itself torn free of the Shadow-world. If the spell upon the tomb goes unbroken, the wight will reconstitute itself and reappear after some passage of time. The wight's treasure must be left free for all finders, although the slayer is permitted to take a few items from the hoard. The motivation of the individual confronting the wight is equally important. Greed will effectively prevent the loosing of the bonds that hold the wight to Eä. The desire to recover from the barrow an ancient weapon for a important cause is morally acceptable; but even this desire may be corrupted if the seeker takes too much treasure for himself.

Wraiths

The Witch-king and several of his minions are true wraiths, Undead so bound to the Shadow-world that they have no physical form at all, unless they wear clothing and/or armor to give them shape. The Nazgûl, the Ringwraiths of legend, were created from great Lords of Men *by* Sauron's magic in the Second Age. Lesser wraiths have come into being since then, many created and controlled by the Nazgûl, much as the Ringwraiths are themselves enslaved by Sauron. Such wraiths are similar in many ways to wights. Wraiths, however, are bound directly to an object or curse, rather than a place, and arc hence able to travel across the country. They have more free will than a wight and are ruled less by their appetites and passions. Wraiths are useful servants to the Witch-king, being individually dangerous while obeying orders absolutely—an excellent complement to his many mannish agents.

A Wight



WEAKNESSES OF THE UNDEAD

Any Undead creature is an abomination, a thing that is not part of the natural order of Middle-earth. Even the most benign-seeming ghost invariably does some harm, despoiling the health or dreams of those it haunts. Fortunately, due to their unnatural essence, the Undead have weaknesses that prevent them from being a general threat to the living. Lesser mortals, both human and animal, can often "feel" the chill, disturbing presence of an Undead, sometimes long before it comes into sight. Wights, as noted, are bound to the tombs they haunt. Wraiths are nearly blind and must rely on other means to sense the world around them. Ghosts are anchored to some sort of physical focus, typically a weapon or another small object that can be destroyed to dispel them.

Natural forces, such as fire or running water, can destroy or panic Undead; simple magical sigils that would not even be noticed by a man or an Orc will repel a ghoul or keep it from entering a building. Many Undead are so fixated on their foul appetites or the grievances or habits of their lost life that they can be easily trapped or tricked by a clever opponent. A sharp mind and stout heart are the best weapons against these creatures. Most of the great stories about them celebrate the wits, as well as the courage, of those who defeated them.

6.8.4 DEMONS AND FËADEGNIR

The Maia and Faerie races have their counterpart in Demons(S. "Raug," as in Balrog, "Mighty Demon") and Fëadegnir (S. "Spirit-banes"), servants of Morgoth, the ancient Enemy, some of whose history predates the birth of Eä itself. Forever bound into hideous forms and appetites by their original choice to serve evil, they appear in Middle-earth as refugees who hid from the wrath of the Valar in the First Age or as summoned creatures from the Pale or the Void, enslaved and bound to a certain task by powerful wizards and priests.

Demons, as fallen Maiar, are utterly evil and unnatural; anyone who deals with them or their magic is taking a two-fold risk: a sudden and ugly death, if he casts a faulty binding spell or makes some other misstep, and the full force and violence of the law in virtually any realm of Men, Elves, or Dwarves. Even the Witch-king, who has a few demonic servants, keeps close track of the sorcerers able to summon creatures from the Pale within his fortress. They are all capable, by choice or accident, of calling something more powerful than he himself.

Fallen Maiar have no fixed description or level of power. The lesser, the Fëadegnir (sing. Fëadagnir), often termed Greylins, are sometimes ludicrously weak. The greater, the Raug-hoth (S. "Demon-host"), can be strong beyond the might of the armies of a vast kingdom. However, like their kin amongst the Maiar and Faerië that remain true to the Balance, they are bound by the force of ancient laws that do not trouble the Free Peoples.

Most are fixated on one limited theme or tied to a specific location, and possess minds blinded by their twisted desires and the pain of their evil fate. They have strange physical weaknesses, as well; some are actively repelled by cold forged steel or silver, or aromatic woods and herbs; others are attracted and softened by the purity of childhood or terrified of any show of virtue or strong will. Like the Undead, they can be repelled or driven off by simple spells or protective sigils that would not effect an Orc or Troll. The few that come to positions of power in Middle-earth often disguise their nature, as there exist mighty forces and weapons among Men and Elves that would be brought to bear against them if their identities are discovered. Mortals have always, in the past, found ways to defeat these horrors and return them to the Void to which they were banished.

A Balrog



7.0 POLITICS AND POWER, T.A. 1643

7.1 THE POLITICS OF WAR IN ARTHEDAIN

For more than three hundred years, Arthedain has resisted the attacks of Angmar and endured the corruption, betrayal, and destruction of its sister kingdoms. Arthedain stands virtually alone now, poised in the lull between storms, cut off by distance and attitude from Gondor far to the south. King Argeleb II, who has held the Sceptre of Annúminas for a half century, is in contact with his more worldly and warlike brethren in the South Kingdom. Unfortunately, the Gondorians have been devastated by the Great Plague, and now face Corsairs, Easterlings, and a mysterious new foe in the heart of Mordor; they can offer little assistance fast enough to help the hard-pressed Arthedain, should Angmar attack again. To the west, the Elves of Lindon, many of whom fought the bloodthirsty hordes threatening to overrun the North Kingdom in 1409, now turn their weary countenances westward toward the sea. For the Arthedain, there is nothing to do but carry on with preparations for war, even as they pray for peace and deliverance—and wait for the worst.

7.1.1 THE PREOCCUPATION OF GONDOR

TROUBLE IN THE SOUTH KINGDOM

Gondor, a far more powerful realm than Arthedain, even with its loses in the Plague, might have had the strength to end the conflict in the north, but it has been torn by internal and external problems throughout the long trial of the last two centuries. At the time of the Second Northern War in 1409, the primary question in Gondorian foreign policy was whether the kingdom's resources should be deployed to the east into Rhovanion or south into Harad; bitterly-opposed eastern and southern political factions were quarreling over control of Gondor's government. The reign of the aging King Valacar was further disturbed by dissension stemming from his marriage to a non-Dúnadan Queen. The struggle of the Kin-strife grew out of these two issues.

In T.A. 1432, civil war began in earnest, and by 1437 the sly and vicious Captain of Gondor's fleet, Castamir, had overthrown Eldacar and burned Osgiliath, sending the largest of Gondor's Palantir into the Anduin. Eldacar fled north and rallied his allies in Rhovanion, while Castamir, in only ten years of rule, alienated most of the Stoneland's citizens and reduced its government to a shambles, unable to police its borders and protect its interests. Eldacar returned and slew Castamir, but the Gondorian fleet left for Umbar and many citizens of the southern provinces went with it. Not for the rest of Eldacar's long reign did Gondor have shipping or men to spare for a northern expedition. Nor have the Corsairs of Umbar, as the rebels called themselves, given Gondor a season's rest from their constant raids, even managing to kill a Gondorian king in T.A. 1637.

DIPLOMACY IN T.A. 1643

Now continually beset by troubles from the east and south, Gondor's new King Tarondor has to weigh carefully every man or weapon he sends to the distant north. Matters are complicated further by the difference in attitude between the two Dúnadan states; as Gondor, with a thousand years of border problems, habitually reaches for sword and shield, the Arthedain look to the stars and rely heavily upon incantations and wizardry to protect them, lamenting each bloody encounter of war in song and verse. Their mystical and depressing approach to problems confuses the Gondorian legations that periodically come to Fornost; the Arthedain never seem to appreciate the little help the Gondorians provide. While valiant, noble, and capable fighters, the Arthedain are ever-dwindling in number and ever-wearying in spirit. Now that the Arthadan dream of a reunited Northern Kingdom of the Dúnedain seems utterly hopeless, simple survival will prove difficult enough.



A Guardian of the Palantíri

7.1.2 THE ROYAL COURT

The Arthadan Royal Court values and follows tradition; a rigid hierarchy provides the structure—the social glue—that binds each member of society to one another. The one failing of such a model is that it allows little room for experimentation and even less for iconoclasm. One either fits in and does his assigned task, or one is shunned or punished.

In summary, the Court of Arthedain is structured in the following manner, in order of importance:

—The King
—The King's Council
(7 members, one each from 7 different noble families)
—The Lord Commander of Arthedain's Army and the Captain of the Royal Guard (two people)
—The Seers and Guardians of the Palantíri
—Mentalists, Herbalists, and Alchemists who serve as advisors
—Representative Artists and Artisans, chosen by the King's Council, to provide outside opinion
—Court Historians and Record Keepers
—Lesser servants to the King and his Court

THE KING'S COUNCIL

In T.A. 1643, King Argeleb II faces a somewhat hostile council. It is composed of the heads (pl. "Hirereter"; sing. "Hiraratar") of the seven principal families of the North Kingdom, the Great Houses, each of whom owns considerable property and maintains men-at-arms independent of royal forces. With the threat of invasion, the Great Houses traditionally put their forces at the disposal of the King, although squabbling over rank and strategy *is* common. The seven Great Houses are, in order of power: the Tarmas, Ekettas, Orros, Hyarrs, Emeries, Foros, and the Noirins.

Each Great House sports its own two-colored banner and distinctive dress. Six of them draw their names from areas of Númenor, from whence they fled with Elendil before the Downfall, In contrast, the Eketta clan, the most militant and ambitious, takes their name from a Dúnadan weapon, the eket (a short stabbing sword).

The other noble families—with the exception of the Tarma clan, who are also traditionally militaristic—view the Ekettas with alarm. The Tarmas, as ambitious as the Ekettas, have been intriguing for centuries to gain control of the northern part of Siragalë, land adjacent to the territories over which their fortress, Tarmabar, stands guard. They are losing that struggle, because the Halflings, settling the area the Tarmas' claim, prefer to look directly to the King for whatever leadership they want or need.

OTHERS IN THE ROYAL COURT

Arthedain's Lord Commander and the Captain of the Guard, have, at best, an adversarial relationship. The first position is held by the Varernil, or Crown Prince, who tends to heed the desires of the nobility who provide most of his soldiers. The Captain of the Guard, an old and loyal soldier who fakes seriously his responsibility as first military advisor to the Crown, tends to think first and only of the King. The two men are jealous of their spheres of influence, and rarely agree on issues.

The Seers and Guardians of the Seeing-stones assume more importance in times of telative peace. Indeed, they are traditionally the King's closest advisors. With the constant menace of Angmar, however, the Seers are overshadowed by the military. The sometimes cryptic and puzzling information provided by the Stones does little to calm Arthedain's more militant Princes and Knights, who seek certain answers and decisive policy.

Others on the Council serve at the pleasure of the King and rarely have much to say about matters of state. Rather, they focus on their own domains, whether of study, property, or government, for the Arthedain believe strongly in an ordered, cultured, well-tended society.

THE ROYAL DECISION-MAKING PROCESS

As with most monarchies, the King makes the final decisions about important matters of state such as declaring and fighting wars, raising taxes, and granting land and privileges to his subjects. Thus, Argeleb II, Arthedain's current ruler, stirred up a good deal of controversy when he granted the lands now called the Shire to the Hobbits forty-odd years ago over the protests of some of his Councilors.

A brief outline of the royal decision making process that resulted in the granting of the Shire to the Hobbits in 1601 follows:

—The King hears from a Councilor that Marcho and Blanco Fallohide desire to address him on an important matter,
—Argeleb grants the request and, with his Council present, hears what the Hobbit brothers have to say.
—The King's Council debates the granting of the land to the Fallohides and their kin in open Court, with the King present. Argeleb pays close attention to the opinion of the Lord Commander, then his brother, Prince Dolruin, who urges the granting of the land.

Privately, Minastir *states his* concern that the House of Tarma has grown too powerful and self-important and threatens his—and thus the King's—control of all the fighting forces in the North Kingdom. Claiming a chunk of their land and giving it to the Hobbits amounts to putting the Tarmas in their place, a risky but almost certainly necessary move at a time when their support for Argeleb is critically needed.

The Nobles then vote five to two in support of the Grant, with the Tarma and Eketta Houses opposed to it.

—Argeleb consults the Seers, who look into the Palantíri and report positive yet ominous results to the High Seer, the head of their Council, who interprets theses results for the King.

—The King ruminates and announces in the presence of the full Court that he will grant the Fallohides' request.

—Marcho and Blanco dance a jig around the Court, to the dismay of some nobles and the delight of others, including Argeleb.



Marcho and Blanco dance a jig

7.1.3 THE NOBILITY AND COMMONS

Arthedain is a land of two laws, one royal and the other noble. Lesser folk obey both; while an appeal to royal justice to overrule a lord's decision is possible, it is always difficult and seldom safe. Each of the seven Great Houses, whose leaders comprise the King's Council, controls a substantial portion of the North Kingdom's lands. Other than granting the King's messengers the right of way and heeding royal decrees that directly affect them, each Great House is like a small kingdom unto itself. Many of the smaller fiefs have similar privileges. Royal roads and the land beside them indisputably belong to the King, but much of the land rests in other hands.

The green and rolling lands of northern Siragalë, for example, were, until Argeleb II's decree of 1601, claimed by House Tarma, under title of grants and privileges made by previous Kings and the Elves who actually had the legal rule of the country. The Tarmas had done little to farm the land, but did patrol it and granted great pieces of it to their Knights, who in effect were disenfranchised by the King and the Hobbits. Thus, the anger of the Tarmas is more easily understood; to them, law and custom, as well as their ambitions, had all been violated.

Servants, farmers, tradesmen and craftsmen residing in a noble fiefdom will swear allegiance first to the King and then to the House which both protects and governs them. More so than in Fornost, the structure of government in many of the fiefs is an authoritarian one. Towns and villages are often free to choose their own local leaders, and they are usually at odds with local lords over the extent of each other's authority, balancing the noble's traditional rights against the townsmen's charters and privileges. The towns attract the more independent thinkers among the Commons for this reason. In the countryside, for deciding the simplest matters, such as when to harvest or who will pay to replace a damaged fence, the lord or his officers must be consulted.

7.2 POLITICS AND POWER IN CARDOLAN

Cardolan has been a Númenórean colony, a province of Arnor, and an independent monarchy. The Princes of Cardolan, whether they have gone by the titles of Protectors, Governors, Barons (S. "Hiri"), or Princes (S. "Irnil"), have almost always maintained a considerable degree of autonomy. In all its history, only Elendil himself, and the Cardolani Kings Thorondur and Valandil, can be said to have truly brought the Princes to heel. Thus, the current situation, where only a minority of the Princes recognize any sovereign, is not as anomalous as it might appear at first glance.

While the kingdom of Cardolan endured, the King's position was generally first among equals amidst his feudal lords. The King alone had authority over external affairs and alone could promulgate laws for the realm. However, the King had very little control over the internal affairs of the Princes' domains. By refusing to cooperate, the Princes could effectively veto many of the actions of the King even within his own sphere, especially military decisions. Their only explicit obligations were to pay an annual tribute and to provide troops in wartime, and excuses could usually be found to delay these duties if necessary.

Therefore, Tarcil II instituted the Council of the Scepter, which included all of the Princes. The function of the Council was to obtain their advice and consent. The King's Chancellor was often included in the Council, and a skilled Chancellor could greatly enhance the King's prerogative, as few of the Princes had any taste for the mundane bureaucratic details of implementing their decisions.

After the fall of the Cardolan! monarchy, the office of Canotar (S. "High Commander"; Q. "Kanotar") was created to combine the administrative functions of the Chancellor and the King's former position as Captain of the joint military forces of the realm. As might be expected, this office did not long endure in its intended form. The Princes now honor the Gondorian garrison commander and tax collector at Tharbad with the title, although he has little real power.

7.2.1 THE PRINCES AND LORDS

Four of the seven traditional Dúnadan Princes still hold their ancient fiefs in Cardolan: the Irnil(S. "Princes") of Calantir and Dol Tinarë, and the Hiri (S. "Barons") of Girithlin and Tyrn Gorthad. Their titles date back to Númenórean times, though they were renewed by Elendil, Thorondur, and Valandil. The Houses of Girithhn and Dol Tinarë retain the ancient tradition that the title can only pass to a male heir, while the other principalities have had female rulers. The functions and shape of the government of the principalities have varied. In general, the Princes delegated most local judicial and administrative functions to the lower Dúnadan nobility. Now it is more common to see local military commanders or mayors exercising these functions.

Three other small states comprise the rest of current-day Cardolan, These are the Kingdom of Saralainn, the Cantons of Fëotar, and the Domain of the Warlord. The first is the successor state of the Principality of Ethir Gwathló, while the second is the successor to the Hirdor of Fëotar. The Warlord is a new element in Cardolani politics, a lord of Trolls and Orcs, carving out a new realm.

The old Hirdor of En Eredoriath on the eastern march, traditionally considered the seventh principality of Cardolan, consisted of all lands east of the Nen-i-Sûl as far as the valley of the Mitheithel and as far north as Nothva Rhaglaw. It actually fell largely within the boundaries of Rhudaur when Arnor was sundered. The barony was divided up rather quickly by Thorondur and Aldarion upon the childless death of its ruler in 899. The portion of it within the bounds of Cardolan became a short-lived military march, ruled by the Prince of Ethir Gwathló. This was a corrupt line, its Ernil commonly an absentee ruler, usually living in luxury in Tharbad and concerned only with the prompt arrival of his taxes.

The six principalities are considered individually in the text below.

THE HIRDOR OF GIRITHLIN

The barony of Girithlin traditionally encompassed the northwestern half of Minhiriath; its important lands were ail along the south bank of the Baranduin between the Men Ceren and the sea. Currently the barony's portion of the Saralainn has been taken by the new Kingdom of that name, and a substantial chunk of the southeastern highland has been expropriated by the Warlord. The Hirdor is ruled from Minas Girithlin, a fortress on a hill overlooking a great bend of the Baranduin, within sight of the Elvish lands across the river. In the past, the Baron has often supervised the administration of his holdings from one of the great houses the family maintains in Tharbad and Fornost Erain.

The Hir Girithlin has always been one of the richer Princes, financed by the amber beds near the mouth of the Baranduin—at least until recently, when the beds have begun to play out and no new fields have been discovered. The Girithlm family has a tradition of aggressive ambition and independence. Even now, when the Baron plays the loyal servant of Arthedain, some of his funds go out to subsidize his more unruly brethren.

Girithlin is governed with a heavy hand, and the Baron is the absolute and unchallenged ruler. The only exceptions are the Rivermen of the Baranduin, who are left to fend as they please. This has ensured that the isolated amber beds remain intact, and if the peasants revolt there will be plenty of money to buy some mercenaries. Other Princes, like those of Fëotar and Ethir Gwathló, had a similar attitude, but both of their lines are extinct.

THE HIRDOR OF TYRN GORTHAD

The Hirdor of Tyrn Gorthad once consisted of a strip of territory fifty miles deep running south *of* the East Road from the Baranduin to the Nen-i-Sûl, The Baron now only controls a fraction of that territory in the eastern and southern Barrow-downs. The Baron once ruled from the beautiful town of Feagil, on the Men Formen south of Bree, but Feagil was sacked in the Battle on Tyrn Gorthad in 1409, and it has not been rebuilt. The Baron now holds court in his fortress *of* Minas Malloth further to the northeast. Because of the religious significance of these lands, the Hirdor once had a relatively large Dúnadan population. The barony was almost as exposed as the En Eredoriath in the wars among the Dúnedain and with Angmar, and has suffered accordingly. The great recent peril has been the invasion of the undead spirits known as wights, which have been seeking, successfully, to take possession of the royal dead in the sacred barrows.

Since the wight invasion during the Plague Years, the Baron has been a very loyal vassal of the King of Arthedain. The subsidy from Fornost Erain supports the military efforts of the Hirdor, so the few subjects who dare to reside in this haunted land are little molested. There is still a fairly large Hobbit population here, most of whom live near the southern eaves of the Old Forest.

THE ERNILDOR OF DOL TINARE

The lands of the Ernil of Dol Tinarë historically consisted of most of the highlands along the Royal Roads between Sarn Ford and the Anthiel (S. "Long Well") in central Mintyrnath. Since the destruction of House Fëotar, the Prince has acquired most of the King's lands in the northern Gwathló basin that Fëotar had appropriated. Despite their ancient claims to the Pinnath Ceren, the Tinarlië long ago gave up trying to rule the stubborn Eriedain who dwell there. The Princes had, for a time, ruled from the small city of Andrath, once important as a religious center, at the very south edge of the Barrow-downs. Andrath has been ruined and rebuilt many times, but reconstruction has not been begun since its capture by the Hillman King Bruggha in T.A. 1639. Metraith (Thalion), the bustling town at the junction of the North Road and Redway, virtually in the center of Cardolan, now serves as the capitol as it has many times in the past.

Except for the recent acquisitions, Tinarë is not a fertile province, and its lords have always prospered because of their ancient right to impose tolls on traffic on the North Road. The Princes have been unusually astute in investing this income in mercantile ventures. They are the only men ever granted the hereditary right to be called Dwarf-friend, because of their frequent dealings with the folk of Khazad-dûm. Dol Tinarë has done the best job among the principalities of sustaining its economy, its political integrity, and itself in the two centuries of trouble since the fall of the kingdom. Its currant Prince follows a vaguely nostalgic policy, designed largely to guard his own autonomy.

THE ERNILDOR OF DOL CALANTIR

The principality of Dol Calantir has always been the richest agricultural realm in Cardolan, for it contains most of the Gwathló basin in Minhiriath. The Princes rule from the magnificent Argond (S. "Lordly Stone"), a tower twenty miles to the southwest of Tharbad.

House Calantir is notorious for an arrogance more appropriate to the ancient Númenórean imperialists. This may be because their position has depended, more than that of their fellows, on the productivity of their servants. The lands were heavily damaged during the peasant rebellion in 1414, and with the decreasing growing season productivity has not really recovered. The response of the ruler has been more and more authoritarian, and few people would be surprised by another in Calantir's long series of uprisings.

THE FREE CANTONS OF FEOTAR

The principality of Fëotar long consisted of the lands between the Anthiel and the Nen-i-Sûl. A considerable strip of southern Fëotar has been removed by the Canotar of Tharbad and by the Ernil of Dol Tinarë. Fëotar nominally rules most of the South Downs, as well, but these have been abandoned.

Fëotar was a fairly prosperous province, but the former rulers obtained their real wealth from their involvement in shipping. Reasonably considerate of their subjects, the Princes were also notorious for their ambitions. Fëotar won the civil war that followed the death of Queen Nirnadel, but did not obtain the crown. The third Canotar of Cardolan and 22nd Baron of Fëotar, Gaertil the Bad, was a psychopath whose worst terrors were reserved for his homeland. Gaertil assassinated or exiled virtually of his minor nobles and his own family before his bodyguard grew so disgusted that they slew both him and his heir. After Gaertil's death, there were no lords in the land, and the commoners had learned to loath any noble. Following a period of considerable confusion, the people resolved to govern themselves. In the towns along the Gwathl6, decisions are made collectively by the adult males of the communities in long unruly meetings. In the countryside, the Northman warriors and rich peasants effectively rule as a new minor nobility, a system that is functionally little different *from* that *seen in* the rest *of* Cardolan.

THE KINGDOM OF SARALAINN

The King of Saralainn claims all of Minhiriath, but actually rules only the remainder of the former principality of Ethir Gwathló (S, "Mouths of the Gwathló), which included a narrow strip of floodplain along the great river and a goodly expanse of treeless grassland inland. The capital is the port of Sudúri, formerly called Mistalondë (or Lond Gwathló), but renamed in honor of the first King's father. However, the King and his court are usually on procession, visiting the clans and tribes. The irrefutable honor and ruinous expense of entertaining the King is an effective deterrent which keeps the endemic rebellions restricted in size.

The barren lands of Saralainn attracted few inhabitants while the kingdom of Cardolan lasted. The Prince of Ethir Gwathló was mainly concerned with his tolls on traffic on the river, and allowed a few Dunlending tribes to settle in his territory for vague and rarely fulfilled promises of tribute. The population grew greatly as times got rougher, swelled by refugees from the north and east. The emergent culture of the clansmen of Saralainn had little use for their absentee landlord, and generally cooperated when the usurper Gordaigh Trollbane drove out the forces of the last Prince and proclaimed himself a King.

The King of Saralainn has a great deal of trouble keeping some semblance of order in his rowdy realm. The clans and tribes owe tribute and military service to the King, but neither is easily obtained. If all the clans and tribes acknowledged him, the King of Saralainn would be, by far, the most powerful lord in Cardolan, but that has yet to occur.

THE WARLORD'S REALM

During the Plague Years, the bizarre Half-troll known as the Warlord led an army of Orcs, bats, Wargs, and Hill Trolls out of Rhudaur into Minhiriath, They established a base in a gypsum cave complex in the south central Girithlin highlands and unfortunately settled down to stay. Several nearby villages pay tribute to the Warlord, who also keeps many slaves to farm the lands nearby. Lhûgband (S. "Snake's Prison"), his new name for the caves, is derived from the white serpent on the Warlord's shield. There have been several attempts to squash this "Domain," but the Warlord has proven to be a crafty general, and Lhûgband is provisioned to withstand a long siege.

THARBAD

Although Tharbad has lost all of its glitter and most of its pride, it is still a mighty city, at least by the standards of the North. The King of Cardolan once ruled Tharbad; it provided him a power base for the control of the unruly Princes. Few of the Kings had a taste for living in Tharbad, keeping to the royal compound at Thalion (Metraith). They administered the city through the office of the Mayor.

There is still a Mayor, but he serves only as a figurehead for ceremonial occasions. After the fall of the kingdom, Gondor took an ever-increasing role in Tharbad. Now the administration of the city is in the hands of the Gondorian Canotar. Even the Canotar's effective powers are limited. The real power of the city lies in its myriad guilds. The guilds were always a potent force in the city, but in the disruption of trade, industry, and food supplies after 1409, their influence vastly expanded. Although the conflicts among the guilds, and between the guilds and the refugees in the city, keep Tharbad agitated, the Canotar finds that they must be indulged as the only means to keep any semblance of order.

Within the context of politics in Cardolan, Tharbad functions as a free city. Tharbad controls a substantial amount of land around its environs by virtue of the Gondorian soldiers of the Canotar. The Canotar maintains a bold face, but all know that he is unlikely to get reinforcements or more money from the South. He therefore tends to play a cautious game in the morass of Cardolani politics.

7.2.2 THE FACTIONS

The Princes of Cardolan can be grouped into three semi-permanent factions, though sides change quickly. The pro-Arthedain faction, the Arthedainendili (S. "Lovers of Arthedain"), view the High King at Fornost Erain as the traditional font of authority whose co-operation is required for any restoration of order in Cardolan. The Gondorendili (S. "Lovers of Gondor") respond that the King of Gondor is the only person with enough power to rebuild the country. The independents, the Mirimmelië (S. "Freedom-lovers"), agree that the current situation is unfortunate, but see no need to involve outsiders. These are, at any rate, the positions taken for public consumption. Each of the Princes, save perhaps Pelendur, Hir Tyrn Gorthad, who has his hands full in his own lands, sees the re-unification of Cardolan as a process that he or she should lead. In the aftermath of the Plague Years, intrigue is in relative abeyance, but the political situation remains volatile.

7.2.3 THE GREAT GAME, TA. 1642

The political situation in 1642 illustrates the convolutions considered normal in Cardolan. It involves local rulers, (see Section 10.2) and the elite mercenary companies (see Section 9.2.3) along with the diplomacy of Princes Arvegil and Minastir of Arthedain. By the end of the year, in fact, the subsidies and assurances delivered by the two Princes will divert most of the schemes of intrigue towards a grand campaign against the Warlord (see Section 17.3). Any given year in Cardolan will always find a similar cast of characters setting devious plans in motion, all intent on winning the Great Game of politics, even as the game board crumbles and rots before their eyes.

MINHIRIATH

Echorion, the Hir Girithlin, probably has the best claim to the vacant throne of Cardolan, and Girithlin has traditionally been among the Mirimmelië, However, declining amber revenues have convinced Echorion, or, more correctly, his regent and uncle Eärnil, that it is time to play a waiting game. Eärnil is very vocal in his support of King Argeleb II of Arthedain; he is also providing most of the funds for the Ragh Crann-Sleagha mercenary company to serve King Lanaigh of Saralainn in a campaign against the Warlord.

Actually the mercenaries are doing nothing against the Warlord, but are preparing instead against an expected Arthadan expedition. This secret is the real reason for the subsidy. Lanaigh, as the unblooded heir of a usurper, has the least to gain in a Dúnadan restoration. He is very uneasy about the unrest among the numerous refugees still remaining in his capitol and has been making open overtures to Gondor through the Canotar of Tharbad. The Warlord seems to be content to continue his unopposed pillaging, but he is developing an intricate plot to trap Forak, the Half-orc captain of the Forak Eiginn mercenary company. As unlikely as it seems to the Cardolani, the Witch-king really does consider the exiled Forak a rebel, and there is a large price on his head, just as the Half-orc claims.

Mintyrnath

Pelendur, the Hir Tyrn Gorthad, is in this year absolutely loyal to Arthedain, for only the traditional Dúnedain of that realm have important enough interests in his wight-infested lands to continue the struggle. Pelendur would very much like to see the King of Saralainn's expedition go north into Girithlin, instead of northeast against whatever Arthadan force might appear at Iach Sarn. He has also been trying to arrange a clash between Calantir and Ginthlin, mainly by bribing Khanli, the captain of the Dwarf-warriors currently in Finduilas Calantir's employ.

Finduilas III, Ernil of Dol Calantir, has found herself leading the Mirimmelië, though, by taste, she is an Arthedainendil. The Princess is little respected among her peers because of her gender and her predilection for studying ancient scrolls and books of lore. Actually she is a most competent player in the Great Game. Finduilas is aware of the negotiations between Khanli and Pelendur, unbeknownst to either. She is allowing their plans to proceed, because she has bigger fish in the fire, and such a minor war would effectively divert suspicions. Her best agents (after decades of preparations) are about to unleash a major anti-Gondor rebellion among the guilds of Tharbad. If it succeeds, all the better, as the rebels would be easily subverted.

Hallas, Ernil of Dol Tinarë, finds himself a leader of the friends of Gondor. This is not an entirely unusual position for him, but he is feeling his years and losing interest in politics. His current ambition is to restore his ruined former capitol of Andrath to its former beauty, and he has retained Forak for this purpose. He has also contracted with the mercenary Steel Riders for a raid against the Warlord, for Hallas is finding religion in his old age. Celedur, Hallas' fifth and only surviving son, and Faradil, Hallas' grandson by his first son, take a dim view of the old man's attempts to squander their inheritance before they get it. It *is* somewhat unusual that the other Princes are not going after the weakening and disinterested Ernil Tinarë, like wolves after a wounded ewe.

Tharbad

Imlach Hardadrimris took office as Canotar only seven months ago, after the suspicious death of his predecessor. Imlach's appointment did not seem to local observers to be wise, for the Dúnadan is a battle-hardened soldier who had served Gondor for most of his life in Harondor. Although the doughty veteran has yet to really get a feel for the politics of Cardolan, he has instituted an impressive program of reforms in Tharbad, which had grown accustomed to graft and disinterest from its governors. Unfortunately, this made Imlach a number of enemies among the more powerful guilds, although he remains popular with the less skilled groups, especially the sailors' and the laborers' guilds. Imlach is close to uncovering the planned revolt, but whether or not he will do so in time is an open question.

7.3 THE GOVERNMENT OF RHUDAUR

Rhudaur, at this time, seems to be securely under the thumb of Angmar. Its rather rudimentary government is run by King Ermegil Stonearm and his steward, Maschbram, both of whom live in the keep at Cameth Brin. A handful of corrupt royal constables (D. "Waerthan") collect the taxes and resolve all issues the village ceanairds (D. "Chiefs") cannot settle among themselves. The soldiers and Orcs of Rhudaur and Angmar, who outnumber the villagers in some places, ignore Rhudauran constables and laws virtually at will, although their captains hang a number of them each year for abusing the locals and thereby threatening their best source of provisions and female company.

The Waerthan usually perform their duties carrying mecheffs, ornate leather satchels, as their only symbol of office. The satchel contains a pouch for taxes and whatever bribes are necessary to motivate the constable to perform his duty. Ironically, the satchel has a bead and feather design on it that the learned would recognize as the personal coat-of-arms of Aldarion, the first Dúnadan King of Rhudaur. Inside the satchel, if anyone looked, is a set of Arnorian laws written in Adûnaic, Westron, and Blarm. Aldarion's scribes created these, the only large documents ever written in Blarm, to try to provide law for all of the King's subjects.

The Hillmen give grudging obedience to the laws of Ermegil while in the lowlands, but on their own ground in the Trollshaws they obey their tribal leaders and customs. Broggha, the Targ-Arm, or High Chief, of the Hillmen has held his position for almost two decades, a tribute to both his skill and luck. He and Ermegil detest one another, but campaigned together for many years. Broggha, while temperamental, is not yet interested in doing something about his resentment, but a recent message from the Witch-king orders him to organize a major attack on the remnant lords of the Angle in southern Rhudaur, and then on Feotar in Cardolan. Since this would involve the shedding of much Hillman blood for little profit, Broggha is considering the words of a secret advisor, concerning an alternate plan to drive all of the Orcs and "lowlanders" out of Rhudaur, leaving only the Hillmen and the Dunnish tribesmen. If that were accomplished, the Hillmen could hunt and raid as they please, and a great Targ-Arm could create a true kingdom for himself and his sons.

8.0 SOCIETY AND INSTITUTIONS

8.1 THE LANGUAGES OF ERIADOR

Sindarin, the oldest language spoken in northwestern Endor, was the original tongue of the Sinda Elves of Beleriand. During the course of the Elder Days it was adopted by both the Laiquendi and Noldo Elves who migrated into Beleriand, and by most of the sentient Faerie creatures who dwelt west of Rhûn. The Dwarves of Khazad-dûm also learned it, to trade with the Elves, and thus began their custom of never speaking with outsiders in their own, secret tongue, Khuzdul.

The natives of Númenor spoke Adûnaic, a sophisticated and elegant blend of the ancestral northern mannish language of the First Age Edain and the mellifluous Sinda tongue spoken by the Eldar of Beleriand. Many of those Numen6reans more closely associated with the Elves, including most of the Faithful, took up Sindarin for their daily speech and learned Quenya as a language of lore directly from the Elves of the Undying Lands, in the days when their ships still sailed often to the territories of Men. As the Men of Númenor became estranged from the Elves, the use of the Elven tongues grew to be considered treasonous on the island realm. However, the Faithful who journeyed to Eriador, where Gil-galad still possessed great influence, could use it freely. They gave Sinda names to all of their realms and works, and the Númenórean colonies of Eriador retained Elvish-derived names right up to the time of the Akallabêth.

Gradually, as Númenóreans sailed evermore frequently to the coasts of northern Middle-earth and dealt with the "lesser" Men, a trade lingo evolved, an uneasy and ever-changing mix of Adûnaic and the Eriadoran and Dunnish tongues of the natives. Over centuries this lingo became Westron, the Common Speech of Men, and only the Dunnish Folk and a few isolated peoples like the Hillmen and Beffraen sustained their own languages into the Third Age.

Amongst themselves, the High Men of Arthedain speak Sindarin—associating their own Adûnaic with the disastrous pride of imperial Númenor—while the Commons communicate in Westron. Westron is the universal tongue in Cardolan, save among the Dunlendings. The Hillmen of the Trollshaws seldom speak anything but their native tongue, Blarm. The lowland Rhudarim and the Angmarim communicate in a battered dialect of Westron with elements of Dunnish, Morbeth, and Blarm, spiced with a few choice obscenities derived from the Easterling languages. At home, most of the Lowland Rhudaurim speak Dunael, their ancestral tongue. The Witch-king permits these languages, although it would be his ambition to conduct all business in Morbeth, the Black Speech created by his master, Sauron the Dark Lord. As it is, Morbeth is the language of the court at Cam Dûm and among some of the Witch-king's elite soldiers; the Orcs use the degraded form of Westron noted above to communicate with strangers, but switch back to their own tribal dialects—variations of Gûjâb, the common Orcish tongue of the north—as soon as the outsiders are gone.

The Arthadan nobility employ Quenya, the High-elven tongue, only in their religious litany, although scholars, of course, require it for any discussion of ancient events. The Dunlendings and the secretive Dwarves possess their own distinctive names for persons, places, and objects of particular value to them; the Dúnedain assign Sinda labels in these cases, and Sinda terms often dominate their Westron equivalents wherever the Dúnedain continue to rule. But for the most part, some kind of Westron, however rustic or debased, is used for every purpose and spoken in virtually every civilized quarter of western Endor.

8.2 SOCIAL RANKS

There is a distinct order of social ranks in Eriador. Every individual, regardless of his personal beliefs, follows it if he wishes to mix easily in society. These distinctions apply even to the small details of everyday life.

Consider a merchant wishing to open conversation with a mixed party of adventurers. Such a man would assume any Dúnadan male visible to be in command, while ignoring any Hobbits present until someone pointed the little fellows out. A Dwarf who got caught brawling in Metraith, in the middle of Cardolan, would find that his word carried more weight with the constables than that of his Dunnish opponents. Elves are typically held in awe by the authorities everywhere; a Sinda or Noldo traveler would be taken in for the night by virtually any Arthadan lord and given the best of accommodations; if the same Elf were accused of a crime in Tharbad, only absolutely incriminating evidence would drive the local watchmen to arrest him, and then he might find himself locked in officer's quarters instead of a dungeon cell.



SOCIAL RELATIONS IN ERIADOR

Each row in this chart indicates how the members of one race/culture relates to members of the other race/cultures of central Eriador, Capital letter entries indicate standard relationships, while small letter entries indicate general preconceptions and attitudes. Note that no individual is ever bound by these stereotypes; some social stigma may or may not be attached to operating outside of social norms.

Race/Culture	Relations/Feelings Towards This Race/Culture:																			
	Noldo Elves	Sinda Elves	Dúnadan Nobles	Silvan Elves	Dúnedain	Lesser Dúnedain	Durin's Folk	Luinic Dwarves	Northmen	Arthadan Commons	Cardolani Commons	Hobbits	Saralainn Clansmen	Dunlendings	Dunnish Rhudaurim	Hillmen	Woses	Angmarim	Beffraen	Orcs
Noldo Elves	F	F	F	F	F	C	c	C	U	c	c	C	U	U	c	U	C	D	U	D
	a	a	ad	a	a	a		a	V	a		a	v	V		V		V	V	V
Sinda Elves	F	F	F	F	F	C	D	C	U	C	U	C	D	D	D	D	C	D	D	H
	ad	a	ad	a	a	a	c	c	V	a		a	V	V		v		V	V	V
Dúnadan Nobles	F	F	F	F	F	C	C	F	U	C	c	U	D	U	D	D	U	D	D	H
	ad	ad	a	a	a	a		a	V			a	V	V		V		V	V	V
Silvan Elves	F	*l-*	c:	F	F	C	U	U	D	U	U	C	D	D	D	D	U	0	D	H
	ad	ad	ad	a	ad	d		a	V	ad		a	V	V		V		V	V	V
Dúnedain	F	F	F	F	F	F	c	F	U	F	c	F	D	U	D	D	U	H	D	H
	ad	ad	ad	a	a	a		a	V	a		a	V	V		V		V	V	V
Lesser Dúnedain	U	U	c	c	C	F	c	C	c	F	F	F	U	U	U	D	U	H	H	H
(Tergil)	d	d	ad		ad	a			V		a		V	V		V	c	V	cv	V
Durin's Folk	F,cd	D	U,d	U	c	u	F,a	F,a	U	U	U	U	U,v	U,v	D,v	D	U,c	D	D,v	H,v
Luinic Dwarves	F	D	C	c	F	c		F	c	F	C	F	U	U	U	D	U	D	D	H
	ad	d	ad	a	ad	a	ad	a					V	V		V		V	cv	V
Northmen	U	U	D,d	U	U	F	C	C,a	F	C,a	F,a	C	c	D	D	D,v	D	D	D	H,v
Arthadan Commons	F	F	F	F	F	F	C	F	c	F	F	F	U	U	D	D	U	D	D	H
	ad	ad	ad	ad	ad	ad		a	av	a	ac	a	V		V	V		V	V	V
Cardolani Commons	U	U	U	U	C	C	C	C	C	F	F	C	U	D	D	H	U	D	H	H
	d	d	d		d	d	d		ad	c			V	V	V	V		V	V	V
Hobbits	U	U	U	C	C	C	U	C	U	F	F	F	D	U	D	D	U	D	D	H
	ad	ad	ad	ad	ad	ad	d	a	dv	ad	dv	a	dv	dv	V	V		V	V	V
Saralainn Clansmen	D,c	D,c	H,c	D,c	D,c	U,cd	U	U	C,d	U	C	C	C	U	U	U	D,c	U,v	H,c	H,v
Dunlendings	D	D	H	D	D,d	D,d	U,d	U	U,d	U	U	C	C	c	D	H,v	U	D	H,v	H,v
Dunnish Rhudaurim	D	D	D,cv	D	D	U,d	U,c	U,c	D,d	D	D	U	U	U	D	D,v	U	D,v	D,v	D,v
Hillmen	H	H	H	H	D	D	U	U	D	D	D	U	D	D	D	F	D	D	D	H
	cv	*cv*	cv	cv	cv		c	c												V
Woses	U,d	U,d	U,d	U,d	U,d	U,d	U	U	U,v	U	U	C	U,v	U,v	U	U,v	F,a	U	U,v	
Angmarim	H	H	H	H	H	D	U	U	U	D	D	U	U	U	D	D	D	c	D	D
	c	c	cv	c	cv		c	c								V		a		V
Beffraen	D	D	H	U	H	H	D	D	H	D	D	U	H,v	D	D	D	U	D	C	H,v
Orcs	H	H	H	H	H	H	H	H	H	H	H	H	H	H	D	H,v	H	D	D	D,v

Key

F — friendly; can speak and act freely and intimately around this group.
C — comfortable; can work and relax freely in company with this group.
U — uncomfortable; will be ill-at-ease around this group. Circumstances will dictate whether this results in good or bad feelings.
D — dislike; intensely uncomfortable and resentful when associating with this group.
H — hatred; except in certain neutral circumstances, will plan or attempt violence against this group whenever possible.
a — allied; considers this race an a1ly in the event of trouble.
c — cunning; considers this group to be unnaturally intelligent in a venal, manipulative, and dangerous manner.
v — violent; considers this race to be prone to violence.
d — deference; will tend to defer to this race and allow it to provide leadership.



Loading trade goods

Notes on the Races

Noldo Elves—the Noldor are a rare and grand sight in Eriador; people will tend to gawk. Neither they nor any other Elf could pass through Cameth Brin without a severe risk of being arrested or attacked by soldiers. The few Noldo who work for the Witch-king dress in distinctively rough and somewhat disguising costumes. Wearing the robes of the Dark Religion helps.

Sinda Elves—They tend to attract attention, but can pass themselves off as Dúnedain wearing a disguise.

Dúnadan Nobles—The ancient prestige of Elendil and the Númenóreans holds anywhere in Eriador; crowds will part for these people, and they know it. In Rhudaur, a High Dúnadan will be questioned by the authorities and arrested if not bearing Angmarean insignia.

Silvan Elves—Humans will be more curious than awed.

Dúnedain—Will attract unwanted attention in Cameth Brin, and are better off there if they look ragged or very tough. They still carry the traditional authority; with the correct clothing and tone of voice, a Dúnadan can organize an impromptu militia company or lynch mob anywhere in Eriador.

Lesser Dúnedain—They receive respect most places. People will assume that a Tergil is a soldier unless he proves otherwise.

Northmen—considered "rough," some of them live by the rugged but strict social code of Wilderland. Others try to take advantage of their bullying reputation. The Northmen of Fëotar are more controlled at home, where they have to set an example for the commoners. A Dúnadan can visit Fëotar and still be respected if he treats the Northmen as equals.

Durin's Folk—Everyone is polite to a Dwarf, and they feel they've earned it.

Luinic Dwarves—The Blue Mountain Dwarves are used to their Durinic kin's slightly superior attitude.

Commoners—Most of them accept their place in society, although they show the greatest range of manners.

Hobbits—The Halflings have a terrible time getting anyone to take them seriously. Some use good manners and a strong voice to assert themselves, while others play the child and get what they can that way.

Clansmen of Saralainn—A rough form of social equality prevails in Saralainn, and a Dúnadan there has to watch his step. Most of the Clansmen are careful to keep their place when visiting elsewhere.

Dunlendings—Hard manners and hard luck; they are looked down on everywhere in Eriador and answer with either forced humility or sullen resentment.

Rhudaurim—Even worse off then their Dunnish kin; most people will assume they are thieves.

Hillmen—Typically treated like they are about to go on a rampage of some sort. Any obvious Easterlings are treated the same way. Some inns and shops will simply not let them enter.

Berffaen or Woses—Most people cannot distinguish between the two cultures. They will draw gawkers and harassment by authorities in most places, and the Beffraen may attract a lynch mob in Saralainn. If caught out at night, they may be mistaken for Orcs and attacked.

Orcs—Can move freely in Rhudaur, and can pass without being attacked around Tharbad, if they cover themselves and stay out of the way.

8.3 THE ECONOMY

8.3.1 TRADE AND COMMERCE IN ARTHEDAIN

Arthedain's principal imports include wine, beer, raw metals, precious woods, and fine cloths (notably silk). In spite of the Dúnedain's renowned blandness of taste and the Commons' reputation for thriftiness, most of these imports involve luxury goods. The metals are from both of the Dwarven realms on Arthedain's borders, and the wine comes from Gondor and Dorwinion.

The North Kingdom exports furs, herbs, and finished goods, especially leather items, weaponry, and coins. It still produces most of its own food, in spite of its dwindling population and underused farmland, and the Hobbits are yearly improving the situation. The center of all manufacture in Arthedain is, of course, Fornost, although most of the smaller towns and large estates boast craftsman and artisans who can turn out salable leather and metal goods, Arthedain remains virtually the sole supplier of white-colored and cold-weather furs to the western parts of Endor.

In spite of agreements and attempts to develop new routes, most of Arthedain's commerce has always flowed south into Cardolan: down the Old North Road or the Redway. The Elven realm of Lindon, which trades only in a few specialty goods, controls the only deep-water ports north of Tharbad. Elendil's old plans to create new ports, like many of his dreams, died with him, and the ships that sail from the estuaries of the Lhûn and Baranduin carry nothing of significance. The Great East Road leading over the Hithaeglir passes always carried a great deal of traffic in Arnor's time, considering the wildness of the lands east of the mountains, but that trade is now a ghost of what it was. It is allowed by Angmar only for the sake of that part of the traffic that moves off the road northward, through Rhudaur to Angmar, out of Cardolan and Moria. The merchants who handle this trade, both mannish and Dwarven, claim no country while on the roads north of the Angle or east of Weathertop, and are obliged to fend for themselves if the Orcs or mercenaries along the way decide to take a bit more in coin, goods, or flesh then the usual tolls might permit.

Although barter is prevalent in the Arthadan countryside, a portion of Arthedain's commerce involves coin. The King's mint located at Fornost (at Annúminas before it was ruined) produces ample coinage from very high quality metals. Arthedain's currency is valued throughout northwest Endor. Royal control over its flow gives the King considerable leverage in both domestic and foreign affairs. Cardolan and Rhudaur are both too chaotic and impoverished to regularly issue currency of their own; their economies survive on a mix of Arthadan and Gondorian coinage. Angmar possesses a mint—however, because the Iron-land has so few resources, it has always been dependent on goods and treasure imported from the Witch-king's eastern dependencies and allies. Thus, no other coinage in the north, save Khazad-dûm, can begin to match that of Arthedain in quantity or stability.



A bargeman

8.3.2 TRADE AND COMMERCE IN CARDOLAN

Whether the southern traveler enters Eriador by sea or by land, he must pass through Cardolan to reach the North. Geography was once the basis of Cardolann's prosperity; increasingly it is the basis of bare survival. The people of Cardolan have thrived on trade in the past: the fertile lands of the Gwathló Basin once fed all of Eriador, and the wool sheared by the shepherds and spun and dyed in Tharbad dominated the markets from the Sea of Rhûn to Harad. In these troubled times, only the most bountiful harvests can supply the needs of Tharbad, and the wool industry has nearly collapsed.

THE WATER ROAD AND THE WOOLEN TRADES

The sea voyage from the coasts of Gondor, around Cape Andrast and the up the Gwathló to Tharbad, was up until the time of the Kin-strife in Gondor (T.A. 1432-1447) the safest route between the southern and northern Dúnedain. It remains the quickest. Ocean-going vessels can make the entire passage, but the Gwathló can be deceptively difficult to navigate. Therefore, the normal procedure is to unload the ships at Sudúri and complete the passage to or from Tharbad by barge. At one time, the Gwathló was crowded with barges and ships that had to wait for a berth at Sudúri. Those days have long passed. The constant warfare between Umbar and Gondor has made the Bay of Belfalas an unhealthy place for fat merchantmen. Warfare in Cardolan, meanwhile, has led to a vastly reduced supply of raw wool reaching Tharbad, forcing the weavers and dyers to abandon massive output and unbeatable low prices in favor of higher quality and higher priced woolens.

Most of the towns, and even the villages, of Cardolan once participated in the wool trade. The declining market and population have forced a reversion to a primarily agrarian and self-sufficient economy. With its generally poor lands and lack of other natural resources, Cardolan has few exports to substitute for wool. The Great Plague brought on a wave *of panic* and inflation that has almost caused barter to replace the use of money. It has also greatly reduced the price of land, and most marginal farms have been abandoned.

The near collapse of the economy in Cardolan has had some rather peculiar effects. Staples, especially food, are extremely expensive, while finished products are comparatively cheap. Labor is generally expensive, but the price of skilled labor, except for that of healers, has proportionally declined.

THE OLD SOUTH ROAD

The Old South Road running from Osgiliath through Calenardhon, Dunland, and Enedhwaith to Tharbad was built in the reign of Elendil, at a time when Umbar was an independent realm and its rulers of questionable loyalty. The road was blocked during the opening campaigns of the War of the Last Alliance by the Troll minions of Sauron, and only the heroic efforts of Isildur and Medhilorn of Siragalë cleared it in time for the march eastward. Piracy and privateering based in Umbar increased in the early Third Age; it took the Gondorians many years to build up enough sea power to overthrow the Black Númenórean state, and, in the meantime, an alternate to the Sea Road to Gondor was needed. Arnorian and Gondorian frontier forces therefore campaigned to pacify the Dunlendings then migrating into Enedhwaith and established a tradition of trade and commerce along the South Road, one that continued even when the sea route was cleared.

Now, in the age of the Corsairs, the maritime route has been compromised again. The Old South Road is once more the safest route between the northern realms and Gondor. This is particularly true in the late spring and late fall when the uncivilized tribesmen are busy with their crops. It has become the normal practice for the merchants to gather in great caravans for mutual defense, and a Gondorian escort is often hired as well. Usually three or four caravans come up from Gondor in the spring and then return in the fall.

8.3.3 COMMERCE IN RHUDAUR

Before the coming of the Dúnedain, the Hillmen lived a basic hunter-gatherer existence, supplemented by some limited trade in metals with the Dwarves and regular raids on the Eriadorans to the west and southwest for exotic goods and a few slaves, usually female.



Cardolani shepherds

The expansion of the Númenóreans changed this equation. They were invincible in direct combat, and wealthy and organized enough to send war parties deep into the Trollshaws and deal severe punishment to anyone who severely harmed their people. Raiding became a much less profitable affair for the Hillmen, and the land soon was peaceful enough for foreign explorers and hunters to move in.

The economy of the Second Age Dúnadan settlers of Rhudaur was largely based on hunting. In summer, the vast flocks of migratory birds that rested along the Mitheithel and Bruinen were their prey, and in winter, they stalked the losrandir moving down from the Trollshaws. Far more game was often taken than could be used, so the surplus was traded to more western lands for finished goods and luxury items. A considerable fur trade with the Hillmen arose; river mink and beaver were hunted to extinction. Gradually, towers and keeps were built, and Dunnish peasants were put to work; the economy grew more mixed, and farming and fishing became its mainstays. This Dúnadan-centered economy slumped badly after the decay of Rhudauran political institutions and the early Dunnish peasant rebellions. The constant large and small-scale wars since then have done much to destroy both the trade and regular harvests in all the areas not under the direct occupation of Angmar. In the time after the Great Plague, a subsistence economy is all that remains in central and southern Rhudaur.

8.3.4 ROADS, MERCHANTS, AND TRAVEL

THE ROYAL ROADS

Three great roads have constituted the primary arteries of commerce in Eriador since the most ancient of days.

The eldest, the wilderness path that first the ancient Elves and then the Edain followed across Eriador in the Elder Days became known as the Len Romen, the Eastern Trail, during the Second Age. In that era, it was maintained by the Dwarves of Durin's Folk, and it was known and used by peoples of all races. After Arnor was founded, this wilderness trail became the Menatar Romen, the Great East Road that led to Wilderland and the mysterious lands of Rhûn.

Elendil the Tall, the founder of Arnor, dreamed mighty dreams, and included in them were great stone-laid roads to link all the peoples of his kingdoms together. The Menatar Romen was intended to connect Lindon with Arnor and Imladris, the Misty Passes, and the Elves of Greenwood in Rhovanion. The Len Romen had followed a line of natural depressions and passages through the various topographical obstacles of northern Eriador; in the First and Second Ages, it also followed rather roughly, the northern limits of the Taur Druinod, the great forest of southern Eriador. Although the Wild Forest *is* gone, the line of the Menatar Romen is still convenient for marking both natural and man-made boundaries.

The Dúnedain, who were mighty engineers in this field, as in most others, simplified the path with bridges, cuts, and culverts. From the White Downs on the borders of Lindon, the Menatar, paved on well-travelled stretches with white Eriadoran limestone, passed through Siragalë, Bree-land, along the southern edge of the Midgewater Marshes and the southern foot of Weathertop, then across the Oiolad and the Hoarwell into Rhudaur. While he never gained permission from the Elves to pave either end of the road, Elendil intended that it would marry the races of Eriador together. His laws forbade any fortification of the road, and gave passage, without tolls or tariffs, to any wayfarer, of any race, who was not an enemy of the Dúnedain.

A more important trail from the First and Second Ages, the Len Caraug followed the River Sirannon down from the Redhorn Pass to a ferry over the Gwathló, then along the edge of the Eriadoran upland to Sarn Ford, and from there across Siragalë to the Blue Mountains. It connected the Dwarven city of Khazad-dum with the lesser Dwarven colonies of the Nan-i-Naugrim, the "Dwarven Vale," and incidentally allowed Dwarven commerce with the Elves. Tharbad and Ost-in-Edhil were both built along this road. In Elendil's reign, the western half of it was paved with pink stone from the Pinnath Ceren, and was then named the Men Ceren, or "Redway."

As Arnor grew in prosperity, a third road, this one dating only to the mid-Second Age, gained prominence. This was the Men Formen, the "North Road," also called "The Greenway" after the trees planted along its length. The Men Formen ran from the mining centers around Fornost Erain on the North Downs, south through Bree-land and the Barrow-Downs, across Mintyrnath to Tharbad. It was under protections similar to those given to the Menatar Romen, as it was intended to link the settlements of the Faithful with their Dúnadan brothers in Cardolan. It met the Menatar Romen at Bree, which might have made that town a great city had not the War of the Last Alliance so depopulated the North Kingdom.

In T.A, 1643, the traditions of Arnor still hold somewhat. The only permanent fortification on either of the three roads is the dike of Bree on the Menatar Romen, which gives some minor comfort to the town's unwarlike citizenry. The Great East Road was the boundary of Cardolan and Arthedain for centuries, yet their fortresses were sited well off the highway. Most of them were abandoned during the Great Invasion and destroyed by Angmar. The scourging so depopulated the lands along the road that few of the towers were ever rebuilt.

GOODS & SERVICES CHART

GOOD/SERVICE	COST	NOTE
Food & Lodging		
Beer/ale	1/4 cp	Pint.
Brandy	1 cp	Half-pint.
Cider	1/4 cp	Pint.
Mead	1/2 cp	Pint.
Wine	1/2 cp	Pint
Light meal	1/4 cp	Cheese, soup, and bread.
Normal meal	1/2 cp	Meat soup or pie, bread, potato.
Heavy meal	1 cp	Steak and vegetables, bread, soup, pastry.
Poor lodging	1/2 cp	Communal sleeping.
Average lodging	1 cp	Allows for a separate bed or pallet and includes meals.
Good lodging	2 cp	Allows for separate room, meals, and ample refreshment.
Stable	1/4 cp	Includes food for beast.
Pipeweed	1 cp	1 pound. Good for a week's smoke; Kerbs in the mid-Third Age, tobacco in later years. More exotic herbs can cost many times this price.
Week's rations	4 cp	Normal spoilage. 18 pounds.
Trail rations	6 cp	14 lbs. 1 week. Preserved. Hard on the stomach.
Greatbread	2 gp	4 lbs. 1 week. Somewhat magical, made by Beornings and a few Dúnedain and Northmen.
Waybread	10 gp	4 lbs. 1 month. Lembas, used by Elves and their friends only. Loses a fourth of its value if eaten with other food.
Armor & Weapons (restricted availability in most areas)		
Target shield	5 sp	3 lbs. +20 vs melee; +10 vs missile.
Round-shield	6 sp	10 lbs. +20 vs melee or missile.
Oval-shield	8 sp	13 lbs. +25 vs melee or missile.
Wall shield	10 sp	28 lbs. +30 vs melee; +40 vs missile.
Pot helm	4 sp	2 lbs. Steel.
Full helm	9 sp	2.5 lbs. Steel. +5 DB.
Soft leather	4 sp	9 lbs. Finely made jerkin (AT5).

Currently, merchants of west and east travel freely along the Menatar Romen, No traveler who admits to Angmarean allegiance dares pass west of Weathertop, for fear of the patrols and the Arthadan garrison of Bree. No obvious Arthadan traveler passes east onto the Oiolad, for fear of the Urughash Orcs, who collect tribute for Angmar from their bases in the Stepping Fells north of the road. There remain a number of merchants who claim no nationality, and neither the Arthedain nor the Angmarean government troubles them about it: both are desperately poor in these plague-ridden times, and they gain useful goods and hard currency from the exchange.

The Men Formen passes through Arthadan territory north of Bree and half-desolate Cardolani principalities from Bree almost to Tharbad. Angmarean merchants seldom use this highway, but those that do so to avoid the perennial Rhudauran/Cardolani skirmishing and raiding on the En Eredoriath will be as anonymous here as on the eastern road.

THE CARAVANS AND MERCHANTS

In peaceful and populated country, such as central Arthedain, the Gwathló basin in Cardolan, or the Hobbit settlements in Siragalë, the merchants who carry on the trade between the towns and villages travel in small groups, occasionally alone, but more often accompanied by a few associates, servants, and guards. Highwaymen are rare here and occasionally seem dashing and romantic to the more innocent citizens. However, much of the countryside has now gone to chaos and wilderness. Caravan and convoy systems have been set up to protect the merchants from the desperate and quite often murderous brigands and from the increasing numbers of Orcs and Wargs. This has, of course, driven up the price of goods: the Kings and Princes gain a little extra income by selling the caravans commissions of safe conduct, and mercenaries are assured of a source of constant employment in between the wars.

The Dwarves were carrying ores, metals, and metal goods across Eriador thousands of years before the awakening of Men. A typical Dwarvish caravan on any road in Eriador consists of several dozen Longbeards, all of the same family, led by a family elder. A few scouts may be mounted on ponies, but almost all of the rest of the Dwarves in the caravan walk and bear packs of goods. Some draw hand carts, others tend small pony or ox-carts. All of them are fully armed. Dwarves fear Wargs and cavalry in the open country of southern and eastern Eriador. Their camps will be in the form of a laager, or fortified circle; the laager will take advantage of local terrain, using the carts, stones and brush, and implanted steel-tipped stakes to form a continuous line of defense. Dwarvish caravans met along the Menatar Romen tend to be from the Ered Luin; those on the Men Formen are generally from Khazad-dûm.

GOODS & SERVICES CHART

GOOD/SERVICE	COST	NOTE
		breastplate (AT 9).
Lamellar armor	35 sp	17 lbs. Treat as chain (AT 16);-5 melee;+5 vs missile.
Standard mail	4 gp	18 lbs. Arnorian standard design. Treat as Ch/15.
Breastplate	3 gp	18 lbs. Treat as Pl/17.
Half-plate	10 gp	40 lbs. Treat as Pl/19. Not sold publicly; its use is restricted to the nobility in most places. -10 penalty to movement and perception if it is worn more than 10 hours, 5 marching.
Leather greaves	2 sp	2 lbs. Varnished splints.
Metal greaves	5 sp	2.5 lbs, Steel plates.
Hand-axe	5 sp	3 lbs. Steel head.
Battle-axe	16 sp	5 lbs. 2-hanA Steel head.
Throwing-axe	7 sp	2.5 lbs. As hand-axe; -10 melee; +25 missile; range *50* ft.
Mace	5 sp	3.5 lbs. Wholly steel.
War-mattock	19 sp	4.5 lbs. 2-hand. Steel head.
Heavy crossbow	6 gp	7 lbs. Mostly steel.
Dagger	2 sp	.5 lbs. Steel.
Broadsword	1 gp	3.5 lbs. Steel.
Scabbard	30 cp	1b.
Clothing		
Boots	1 sp	3.5 lbs.
Cloak	7 cp	2.5 lbs.
Coat	13 cp	7 lbs. Fur-lined and warm. +25 RR vs. cold; -10 to moving maneuvers.
		only -5 to move.
Clothing	80 cp...	10 lbs. Pants, shirt, cloak, hood. Multipy this cost by a factor of 2 up to 100 as the wealth of the wearer increases.
pants	20cp	1.5 lbs.
Shirt	25 cp	1 1b.
Surcoat	80 cp	1.5 lbs. A shirt to be worn over armor.

GOOD/SERVICE	COST	NOTE
Accessories		
Backpack (20 lb)	22 cp	2.5 lbs. Includes bedroll; 1 cubic foot capacity.
Bedroll (wool)	19 cp	5.5 lbs. A heavy blanket.
Crossbow bolts	150 cp	2.5 lbs. Twenty. Steel-tipped.
Fire-starting bow	1/2 cp	.5 lbs; fire in 5 minutes.
Flint and steel	11 cp	.5 lbs. Starts fire in 3 minutes.
Framepack (45 lb)	30 cp	3.5 lbs; 2 cubic foot capacity pack.
Lantern	14 cp	1.5 lbs plus 2 lbs oil (48 hrs); 25' R light.
Lock pick kit	2 sp	5 lbs, +10 bonus.
Rope	50 cp	6 lbs. 50'; breaks on unmod. 01-02 roll.
Rope, superior	150 cp	3 lbs. 50'; breaks on unmod. 01 roll.
Sack (50 lb)	7 cp	2.5 lbs; 3 cu' capacity.
Star compass	7 gp	1 1b. +25 bonus for night orienteering.
Tarp	12 cp	4 lbs; 5' x 8'; water resistant.
Tent	2 sp	9 lbs. Sleeps two.
Torch	1ft cp	1 lb; working end soaked in pitch for several days. 10' radius light.
Waterskin	1/2	5 lbs. Holds 1 pint.
Weapon belt	60 cp	5 lbs.
Transport		
Mature pony	2 gp	4-20 mph (140'/rd); can carry 180 lbs.
Light horse	35 sp	5-30 mph (200'/rd); can carry 200 lbs.
Medium horse	6 gp	5-25 mph (160'/rd); can carry 300 lbs.
Pack horse	7 gp	5-20 mph (120'/rd); can carry 400 lbs.
War-horse	25 gp	4-27 mph (175'/rd); can carry 350 lbs.
Great-horse		(never sold without permission of the local ruler.)
Wagon	5 gp	8'x5'; 2-10 mph (50'/rd.); can carry 1500 lbs.

Mannish parties are more variable in composition. Some consist primarily of ox-carts, some of pack-horses led by teamsters *on foot,* and some consist of a few horsemen leading several strings of pack-horses. The majority of the individuals in the caravan are teamsters and servants to maintain the carts, animals, and camp. There is at least one teamster and guard for every two animals, or two teamsters and a guard for every cart in the caravan. Only the richer caravans can afford mounted guards. Except in the smallest caravans, the merchants are mounted or ride on the carts and do little of the work; they are there to lead and deal.

Typically, caravans include merchants from a number of towns and cities who have set up an informal organization for mutual protection against Orcs and bandits. They each possess their own guards and often hire extra mercenaries for protection, as well as a caravan "Master" who provides central control and has long experience of the passage the caravan is taking. Generally speaking, smaller parties are of the same family or business. Man for man, they are better-armed, better-connected, and much more dangerous then the people of the larger caravans. The camps of humans are more open then those of Dwarves, although they will often form a simple laager of their carts and baggage and plant wooden stakes to cover obvious approach routes in open country.

Halflings occasionally travel the roads of Eriador on business, but are more often immigrants of some sort. They almost always attach themselves to mannish caravans, although some Stoors are occasionally found traveling with friendly Dwarves.

PRICES AND CURRENCY

The adjacent charts provide a breakdown of common conversion rates and prices in Arthedain, where prices are based on the King's coin and are therefore more stable than elsewhere in Eriador. Prices for food are usually higher (10%-20%) in Cardolan, depending on what the wars are doing to the local traffic. In Rhudaur, prices are comparable to those elsewhere, but goods tend to be of limited quantity and inferior quality. Better Arthadan and other foreign manufactured goods may be available (30% chance), but at an inflated price (10%-50% higher). One's social standing or local circumstances may cause a fluctuation and, where barter is involved, a simple value comparison may be required.

Arthedain's mint was the most consistent in the North until the fall of the kingdom in T.A. 1974. The mint at Merlost, the King's seat of the Dwarves of the Ered Luin, was the only one to issue its coinage all through the Third Age.

The royal mint of Cardolan functioned from T.A. 862-1411. Production was limited in the higher denominations; usually the only gold minted were commemorative coins to celebrate coronations and royal births. Copper and bronze pieces were issued originally for the King to give to the poor on Yule. However, during the years of prosperity in Cardolan, the high level of trade required more money in circulation, and despite disequilibrium and occasional sharp dealings by southern merchants, there was no option but to adopt Gondorian exchange ratios. Cardolan's coinage then revolved around a bronze standard until the era of war and inflation that began in the late 1200's brought silver into increasing demand. From then on, the mint provided extensive issues of half-silver and half-gold pieces, both of metal imported from Moria. After the destruction of the kingdom, the Merchant's Guild of Tharbad occasionally produced its own crude coinage. The last issue was a handful of bronze pieces dated T.A. 2814.

After the fall of Arthedain, the mint at Michel Delving opened and produced mainly tin and copper pieces, although it restamped any coinage from other realms on request. Gondorian gold filtered up from the south in this era, usually a reign late, and old treasure hoards such as the one Bilbo Baggins' brought back from Erebor gave the Michel Delving mint an occasional run of business. By late in the Third Age, almost no one in the Shire knew what the seven stars on the backs of their coins stood for.

Gondor produces a 54 ounce gold piece, a 1/4 ounce silver piece, a 1/4 ounce bronze piece, and a 1/2 ounce copper piece.

The difference in sizes produces the exchange rates between Arthadan and Gondorian currency noted in the chart. The standard equivalencies rates among the Gondorian coins are: 1 gp = 20 sp; 1 sp = 10 bp; 1 bp= 5 cp. Gondor's silver piece is exactly equivalent to one from Arthedain, and thus is the least confusing to use.

Almost all mithril coins are products of the Dwarves of Moria, with Dúnadan varieties being limited to special commemorative issues. Mithril is a light metal, so the mithril piece is as large as a silver coin, and three times as thick. Because of its rarity following the abandonment of Khazad-dum (Moria) in T.A. 1981, the price of mithril increases with each passing year. Towards the later Third Age, the official exchange rate in Gondor is 75 gp. for 1 mithril piece. During this era, it is usually unavailable on the common market. Some consider it priceless.

CURRENCY CHART					
Mint	**Obverse**	**Reverse**	**Language**	**Letters**	**Issues**
Dol Amroth	Prince	Swan Ship	Sindarin	Tengwar	C, B, S, G
Minas Anor	Gondor's King	White Tree	Sindarin	Tengwar	C, B, S, G, M
Fornost	Arthadan King	Seven Stars	Sindarin	Tengwar	T, C, B, S, G
Moria	King	Hammer & Anvil	Sindarin	Angerthas	C, B, S, G, M
Telenaug	King	Hammer	Sindarin	Angerthas	C, B, S, G
Thalion	Cardolani King	Ram's Head	Sindarin/Dunael	Angerthas	C & B, S, G
Tharbad	Sign of Guild	Token Value	Sindarin	Tengwar/Angerthas	B,S,G
Michel Delving	Oak Leaf	Seven Stars	Westron	Tengwar	T, C, B, S, G

Issue Codes — M=Mithril, G=GoId, S=Silver, B=Bronze, C=Copper, T=Tin. Order indicates proportion of content.

ARTHADAN/GONDORIAN RATES OF EXCHANGE

		EXCHANGE RATE	
Coin	**Coin Weight**	**Arthedan Coin**	**Gondorian Coin**
Mithril (mp)	1/7 oz	20 gp	10 gp
Gold Piece (gp)	1/4 oz	10 sp	5 sp
Silver Piece (sp)	Woz	100 cp	10 bp
Copper Piece (cp)	1/4 oz	2 hc	1/2 cp
Tin Piece (tp)	1/4 oz		1/4 cp
Half-copper (hc)	1/8 oz	2 qc	1/4 cp
Quarter-copper (qc)	1/16 oz	-	

8.4 INSTITUTIONS IN ARTHEDAIN

Arthedain is a more tightly structured society than Cardolan or Gondor, and few organizations exist that can oppose the aristocratic establishment. Some of those that have sufficient power to influence the lords and Kings are described below.

8.4.1 THE COUNCIL OF SEERS

Centered at the Royal Court in Fornost since the fall of Annúminas, the twenty-seven Seers of the North Kingdom comprise a most exclusive, nearly sacrosanct organization. Their sole duty is to tend, use, and interpret the visions granted them by the two Palantin of the North.

The Seers serve, in theory, at the pleasure of the King. In practice, they have too much prestige and are too difficult to replace for the King to remove one lightly. The eldest active Seer fills vacancies in the organization as he wishes, with the King's consent. Noble young men accepted by the Seers serve a nine year apprenticeship during which they are never left alone with a Seeing-stone. They study books of lore and texts on the use of the Stones and are only rarely allowed to observe a Palantir in use. For the next seven years, each young noble is sponsored by a teaching Seer who develops a special rapport with the student. Any rules infraction—down to simply arriving late for a tutorial—is punished by either expulsion or demotion.

When a Seer dies, a sponsored Seer-in-training may be nominated to take his place. Often, seats sit vacant until a promising student fulfills his requirements of sixteen years of study and good behavior. Even then, a new Seer heeds his elders and does not speak unless spoken to. A few senior Seers are allowed to have stands for the Stones erected in their residences, but such private use of a Palantir is not documented. Far more common than private viewing is the use of the Stones in court, where they have rested since being brought from Annúminas.

Traditionally, the Seers of Fornost are the King's most trusted advisors. Even The Lord Commander of the army heeds the visions of the Stones, when they are clear. However, with ambiguity arises tension, and at best the Seers and the military are at odds, for the military wants to act, to move. At times the Seers can only counsel that time will tell, for many visions are cloudy and some simply do not come to pass. Thus, the need for sixteen years of study and training becomes obvious.



THE MEANING OF THE PALANTÍRI

The Palantíri entrusted to the care of the Seers will always remain the most cherished of Arthedain's possessions. Neither Seeing-stone is as mighty as the one lost in the fall of Osgiliath, which occurred during the Kin-strife in Gondor, but both grant the King the power "to see what is passing in his realm, and what his servants are doing." In addition, they can grant foresight; an example is one Seer's prophecy that the North Kingdom would end if the Dúnedain were not reunited. The awesome reputation of the stones has caused such prophesies to become part of the common dialogue in Arthedain. Both as connections with the glorious Númenórean past and demonstrations of the power of Dúnadan intellect and philosophy, they remain one of the most vital symbols of Arthedain's hopes and future.

8.4.2 MYSTICAL AND RELIGIOUS ORDERS

It was once said that the only Dúnedain in Arnor who weren't part of a fellowship, society, or order were already in their barrows. In Arthedain, the number of religious, scholarly, and political organizations has dropped over the years, but most of the nobles still possess some connections of this sort. They allow the leadership of Arthedain to exchange ideas and arrange cooperation towards common political and scholarly goals. In Gondor, intellectual society is primarily based in the great cities and universities. In Arthedain, people with intellectual interests are scattered over a great expanse of country. Fornost is an important center for them, but is traditionally dominated by the Seers and mystics of the court. Freethinkers have, since before the founding of Arnor, usually lived in the various small monastic centers and observatories that dot the hills. These have always been either self-supporting or patronized by the local lords. The nobles of Arthedain, most of whom are as well-educated as the monks and the mystics, commonly communicate with friends of similar ideology and interests through letters and in gatherings arranged adjunct to their social and business schedules, while freely using the local monastic scholars as sources of advice and dialogue. This habit of free communication of ideas is protected by custom and law, although certain unsavory characters in Arthadan history have specialized in stealing and reading other peoples' mail.

Because of this tradition of political dialogue, conspiracies of various sorts, most of them harmless enough, are rife in Arthedain, with certain lords campaigning to switch the holiday litanies to Quenya, others to get the Lord High Seer replaced with someone more optimistic, and some others, operating on the bounds of treason and employing complex codes in their letters, even suggesting that the King could be replaceable.

Below are described three of the more important fellowships in Arthedain.

SYRWEN-I-NIENNA

Dedicated to healing, the Syrwen-i-Nienna (S. "Sisters of Nienna"; sing, Serwen-i-Nienna) run charity hostels and hospitals. Even a sister who knows little spell lore will still be an efficient nurse or physician. The organization has long been the most prominent of its kind in Eriador; its sponsors and leadership have traditionally been female Dúnedain of the nobility, although the majority of the membership has been of the Commons. King Argeleb's mother was the healers' strongest supporter in the last century, but the current Queen has other interests, and her neglect of the Syrwen has always caused whispers at court.

ARUMBARLIE

A primary keeper of burial grounds, the Arumbarliё (S. "Courtiers of Judgement") maintain extensive archives of rituals and locations. The brethren of the order consider themselves true monks, as, unlike some of the other religious fellowships, they practice a restrictive social discipline involving drab clothing, ritual prayers, and sensual self-denial. The Arthadan Commons, unlike most of the Men of Endor, have had little experience with formal clergy or shamans; they consider monks of this sort odd.

A Sister of Nienna



Like several similar organizations, the Arumbarliё was stricken by the sack of Andrath, Along with the destruction of property and records, it lost most of its leadership, including its Lindëamil (S. "Song-mother"), the Lady Elentiriel (for more on Elenttriel, see Section 10.4). The surviving, northern half of the fellowship is tainted by suspicions that some of its members aided the Witch-king's sorcerers in cursing the Barrow-downs, helping to create the plague of Barrow-wights that now haunt the ancient graves. The Arumbarliё remains an important historical resource for scholars (and respectable adventurers) seeking information on old ruins and burial sites. They will not, of course, deliberately aid overt grave-robbers.

HILDINOLE

There are still a number of practicing magicians in Arthedain, some doing it as a hobby, others deadly serious. The Hildinolë (Q. "Followers of Wisdom) is a semi-secret society, dedicated to the "useful study of magic" and was founded by none other than Gandalf the Grey and Saruman the White. It includes members as important as Queen Liriel of Arthedain and the Lord High Seer Tullam. Its members, who are accumulating magical knowledge primarily to battle the threat of the Witch-king, do not speak of their fellowship, but each carries a distinctive symbol: the Sefthane. This emblem is a decorative stick bearing a white gem at the top. A Sefthane can be as large as Gandalfs staff or as small as knitting needle, but is designed for practical use. They possess varying magical powers, both offensive and defensive, but always act as a light source and provide some form of detection magic. Members of the Hildinolë are not uniformly of high rank, but all members must be recommended by someone of importance.

8.4.3 FAIRS AND FESTIVALS IN ARTHEDAIN

The Arthedain have a reputation for leading lives as drab and gray as their homeland in winter. However, they hold celebrations and holidays much as do the other folk of Eriador. Most of the festive events of their year are based on Dúnadan traditions; many of the details are Eriadoran, brought from the south with the migrations from Cardolan in the early days of the kingdom of Arnor. The Hobbits, famed for their skills at table and renowned for their exuberance and humor, have added these qualities to the seasonal celebrations all across southern Arthedain, from Bree to Siragalë and the banks of the Lhûn, taking advantage of the fact that traditional Arthadan manners and restraint prohibit some of the violent rowdiness that afflicts the Cardolani fairs.

THE AUTUMN FAIR

Autumn fairs comprise an annual event that occurs in all the more important towns of Arthedain—a tradition of many centuries. People from all over come to these regional gatherings to do their trading. Inns are filled to bursting point, and many villagers open their homes to friends and relations from distant parts. Pedlars come from the south to take an opportunity to catch the thrifty Arthedain with their purses open, and Dwarves journey from the Blue Mountains.

All Arthadan fairs run smoothly; the local lord's guards and extra town constables keep order. A special fair-time court—including a royal sheriff, the local mayor, and one or two officials from outlying villages—handles disputes on the spot, avoiding the nuisance of ordering a lord's court in the middle of the celebration. All decisions are legally binding.

RULES OF THE FAIRS IN ARTHEDAIN

(as Posted in Bree and Other Respectable Towns)

1—All shall keep the King's Peace and that of the Fair.

2—No manner of folk may make any congregates or affrays among themselves whereby the peace of the Fair may be broken.

3—All unsealed wine, ale, beer, must be sold by measure, by the gallon, pottle, quart or pint.

4—Baker's bread must be suited to a man's body.

5—No manner of cook, pie maker, or huckster shall sell or put for sale any manner of victual but that which is good or wholesome.

6—No manner of persons may buy or sell but with true weights and measures sealed according to statute.

7—Any persons whosoever find themselves grieved, injured or wronged by any manner of persons in this Fair, they are to come with complaint before the Steward of the Fair and no one else.

8—Therefore now, at this Noon, begin in King's name, and the Mayor and King send every man luck and this Fair good continuance.

Nobles and other high folk attend such parts of the fairs as their dignity allows. Traditionally they provide grand prizes for the contests and gifts for the local officials and Commons, while wearing their finest outdoor clothing and practicing with their brightest weapons to provide a show of glamor and strength for all present. Then they withdraw to allow the celebration to continue unrestrained by their presence.

A fair brings people together from miles around: farmers, merchants, tanners, cobblers, weavers, bakers, brewers, coopers, carpenters, tailors, blacksmiths, and a wide variety of others. There are competitions for the fattest and finest animals, archery contests, wrestling matches, bouts with quarter staves, and bake-offs. Jugglers and musicians provide entertainment, and there is dancing every night. The fair ends at sunset every day, and it is illegal to sell goods after the fair has closed. The merriment, though, continues long into the night.

After the autumn fairs, the people of Arthedain settle down for a long winter. The market held every fortnight grows smaller and smaller, until by mutual consent it ceases altogether in early Narwain (Afteryule, for the Hobbits; the equivalent of our own January). It is resumed at the end of Gwaeron (Hobbits' Solmath; our March). Trading during these three months is carried on entirely by private arrangement.

HARVEST HOME

Next to the feast of Yule, Harvest Home is the most important festival of the Arthadan Commons. The date varies, but it is always in early October. Lords and nobles may attend, but it is normally a sharing of the bounty of the farm, herd, and garden, and this has never been an important matter to the Dúnedain of the North.

Harvest Home is celebrated village by village, with people coming from all over the local area, bringing various foods. Women begin preparation for the Harvest Home long in advance; each wife cooks her special dishes. The feast is a huge affair, and everyone is welcome, including friends and relatives from other provinces. The tradition calls for everyone to contribute something, from a bowl of fruit offered by the very poor to a sheep or an ox contributed by the wealthier squires.

The festivities begin early in the morning, since most folk arrive the previous evening and stay with relatives or friends. Games and contests take up much of the day and include such competitions as log-splitting, camp set-up, and pie-eating. There are many courtship games for the young people. Early in the evening, everyone sits down together and eats the food—some of which has been cooking in the temporary outdoor kitchen all day. After dinner, there is dancing to the music of flutes, fiddles, and drums till the early hours of the morning.

MIDYEAR OR LITHEDAYS

This holiday falls in between Norui (Hobbits' Forelithe, our June) and Cerveth (Hobbits' Afterlithe, our July); it is a three-day period of special merrymaking. The festival originally came from the formal courtly Numen6rean midyear festival, which the Dúnedain still celebrate, and was adopted by the Men of Eriador in the Second Age. Bonfires, games, feasts, parties, contests, and dancing are all part of the festivities. As with Harvest Home there is no central site; rather numerous small festivals are scattered in villages and steadings throughout the land. The Lithedays are considered particularly fortunate for plighting a troth, and many engagement celebrations occur at this time of the year.

Every four years, there are four Lithedays (instead of merely three) marked by particularly intense periods of feasting.

YULE

The last and first days of the year are called Yule days and are part of a six-day Yuletide celebration. This is primarily a family holiday in Arthedain and is marked by a period of visiting, merrymaking, and gift-giving. Lords customarily pardon minor law-breakers and forgive debts at this time. Traditionally most nobles and the wealthier Commons hand out many gifts to the poor at Yule, making special efforts to see that they have sustenance for the winter.

8.5 THE INSTITUTIONS OF CARDOLAN

One might suspect that the people of Cardolan are an unruly lot, given the chaos of the normal political situation in Eriador. Actually nothing could be further from the truth. As a general rule, the folk are quite lawful; the trouble arrives over the interpretation of the law. The Cardolani also have an almost obsessive interest in tradition and ritual. This is most often expressed through their organizations and institutions, the best examples being the powerful guilds of Tharbad and the biannual fairs held throughout the country.

8.5.1 THE GUILDS OF THARBAD

A history of the guilds of Tharbad is virtually a history of the city itself. The oldest city guilds were founded in the first centuries of peace after the Númenórean conquest of Eriador. However, their era of strong official standing and political importance dates back only to the arrival of a dissident faction of glassblowers from Fornost Erain shortly before the division of Arnor. Up to that time, Tharbad had been basically a trading city whose manufactures could never fulfill all of its needs. The immigrant glassblowers offered the city's leaders a chance to establish an export industry as prosperous as those of Fornost and Osgiliath. They awarded the new citizens land, subsidies, and privileges that made them almost instantly prosperous. Jealousy over the preferential treatment given to the glassblowers caused virtually all of the other artisans to organize their own guilds and demand charters and similar privileges from the rulers. They soon accumulated enough political power to rival the city's trading merchants, but not enough to challenge the authority of the King or the Irnil.

A few decades after this initial burst of success, the glassblowers divided into two guilds: one concerned with the alchemy of glass, and the other with artistic merit. The lesser guilds declined in influence under pressure from the more traditional powers of Tharbad, becoming, for a time, fraternal organizations that did little more than march at fairs and high festivals. This held true until King Tarandil reorganized the political and economic structures of his realm beginning in T. A. 1079. Tarandil was burdened with his father's massive debts from the Twelve Years War and, given the largely self-sufficient economy and the independence of his Princes, there was little prospect of the debt being repaid. Tarandil realized that his authority had to prevail, and that some new commodity for export was needed. Tarandil determined that sheep, which already outnumbered the people in his kingdom, were his best option. He restructured the law regarding both the lord's and the peasant's ability to own land, and provided subsidies for both the guilds that worked wool and packed mutton and the merchants who sent it abroad.



A juggler on Litheday

The weaving, dying, and meat-packing guilds soon came to rival, in wealth and influence, even the nobles of Cardolan; their natural allies, the other guilds, rose with them. This new power, however, declined after the disaster of Cameth Brin in the 13th century. The instability in the country—and the decline in trade it caused—undermined the income on which the power of the guilds was built, and continued to do so until the fall of the kingdom.

The devastation of western Cardolan that preceded and followed the battle on Tyrn Gorthad in 1409 led thousands of refugees to migrate to the nearly impregnable bastion of Tharbad. They gathered in Caras Gwanoth, the shanty town outside Tharbad's walls, although there were no jobs, homes, or food there. Despite colonizing efforts in western Cardolan, the refugee population grew, and tensions increased between the older residents and the newcomers. With no lords to provide order in the city, the guilds of Tharbad bad to raise the money and leaders for a new militia to protect citizens from their riotous "guests."

During the widespread peasant rebellion led by Lamril in T.A. 1434, the guild militia provided the bulk of the forces that defeated the peasant army in the countryside outside of Tharbad. The victorious guildsmen fell upon the shanty town on their return, burning it while massacring many of its inhabitants. The Canotar used the massacre as a pretext to disband the militias, but remnants of the organization survive. Protection of local interests has remained one of the primary functions of the guilds.

Current Guild Politics

With the tensions that have been growing in Tharbad before and since the Plague Years, the guilds have obtained an unprecedented "popularity." They effectively control all economic activity in the city, and guild membership is virtually a necessity for the common folk. Membership is generally demonstrated by wearing a cockade of one's guild's colors, though this can get one into serious trouble if the wrong neighborhood is entered. The Mercenary Guild and the Merchants' Guild, both of which have commerce throughout the city, rent their colors to visitors, and very few people will bother sonicone wearing the purple and gold of the merchants, at least during daylight hours.

The old triumvirate of the Weavers, Dyers, and Salters/ Packers Guilds remain the largest guild faction in Tharbad, but because of burden of providing for their numbers in the decaying economy they are desperately poor; their power has greatly waned from the time they dominated the city. All three of these guilds have fractured into rival factions, which makes them quite susceptible to outside influence.

THE GUILDS OF THARBAD

Profession	Cockade
Alchemists	Red, Brown, White, and Blue
Armorers	Silver with Black Center
Bargemen	Greyish Green
Brewers	Nut Brown
Carpenters	Light Brown
Coopers	Light Brown with Black Center
Dyers	Yellow
Embroiderers	Red Rose on White Field
Fishermen	Light Blue
Herbalists	Light Green
Innkeepers	Wine with Gold Center
Laborers	Grey
Lampmakers	Yellow with Blue Center
Masons	White with Grey Center
Mercenaries	Blood Red
Merchants	Purple with Gold Center
Nightsingers	Pink
Papermakers	Light Yellow
Potters	Reddish Brown
Salters/Packers	Red with Bone White Center
Seamen	Deep Blue
Shipwrights	Sea Green
Smiths	Black
Tanners	Brown with White Center
Teamsters	Orange
Traders	Gold (rarely worn)
Vinters	Wine Red
Weavers	Neutral Grey-white
Wheelwrights	Black with Brown Center
Whitesmiths	Silver with Gold Center

Note: *Coopers deal in barrels and casks, the primary sealed shipping containers of Eriadoran trade. Nightsingers are supposedly all legitimate tavern and street entertainers, but prostitutes comprise the larger faction of their membership. Vinters deal in wine, and whitesmiths in the finishing and decorating of metalwork.*

There are at least two score Minor Guilds that have official recognition but little influence. These include: Scribes, Scholars, Cobblers, Players, Guides, Gravediggers, Farmers, Shepherds, Glassmakers, Locksmiths, etc. Each of the Minor Guilds has its own colors, always a pattern of three colors vaguely appropriate to their profession surrounded by a white border. No guild member or apprentice is likely to be seen in public without their cockade, since most guilds levy a fine for such lack of pride.

The newest and largest single guild in Tharbad is that of the laborers. They are mostly refugees from the north who came to the city during the Plague Years. These immigrants organized in proper Tharbadian fashion, and were granted a district to live in that had been gutted in the Great Fire of T.A. 1634. Though numerous, few of the laborers are well-fed or well-armed, which curtails their organization's influence.

The most powerful guilds in 1643 are those of the merchants and the traders; though relatively small, they control a great deal of money. The Merchants' Guild is dominated by Dwarves from Khazad-dûm and Gondorian ship owners. They, of course, have the greatest interest in the stability of the city. The Traders' Guild is actually a thieves' society, barely concealed by its pseudonym; in recent years the traders have become so strong that they march in the parades of the cities during the High Festivals. Though quite rich, the Traders' Guild is not very effective. It has come to specialize in the comparatively victimless crimes of smuggling (especially drugs), gambling, and prostitution, and its leaders seem hedonistic and complacent.

Of the lesser guilds the Bargemen's Free Association and the Seers' Guild are the most unusual. The strength of the bargemen is spread up and down the Gwathló; the number of them in the city varies greatly from week to week and from season to season. Moreover, they generally disdain involvement in local politics. The Association is none the less actively courted and deferred to, for its robust, brawling members are probably the most decisive and uncommitted factor in the local balance of power. The Seers' Guild was officially disbanded in 1504, and those few members of the Alchemists' Guild who knew any magics "retired." This course of action was recommended by the powerful wizard, Tharkûn (Kh, "Staff Man"; better known as "Gandalf the Grey") who briefly resided in the city. Some of the leaders of Tharbad know that an underground Seers' Guild still exists, but not even the Canotar or the Master of the Traders' Guild knows its membership or capabilities.

8.5.2 FAIRS AND FESTIVALS

Widely scattered as they are, the inhabitants of Cardolan must travel in order to gather together to honor their deities and to conduct business. Over the years, these practices have become regularized and formalized into fairs and festivals, held at most of the important towns and keeps. Honorary positions, such as officers and marshalls, are created to keep peace among the crowds the fairs attract; straightforward standards of behavior are declared, like those noted in the previous section for Arthedain, and they are obeyed even by ragged ruffians.

Despite the religious rituals and the vital business dealings that take place, the fairs and festivals are a time of indulgence, celebration, and joy, even though these commodities have been in short supply in recent years.

The autumn fairs are the most important of these occasions. The harvests must be marketed, and gradually the time allocated for this event has gained significance as the primary time of exchange for all products. Traders still gather from all over the West for the autumn fairs in Cardolan. There are several regional fairs, but the most important is the one held at Thalion. Though there is no King, the autumn fair here coincides with the Eruhantalë, one of the three Dúnadan high holy days. The Canotar of Tharbad now has the duty of leading the prayers and parades of the people.

The festival of Harvest Home, held in each village and household, occurs shortly after the autumn fairs. Harvest Home is an entirely local celebration, as is the observance of Yule which enlivens the long winter. Life is then fairly dull until the arrival of spring, which is announced by the spring fair. It coincides with Erukyermë, the Dúnadan spring high festival. There is little to trade in the spring, so this fair is of less economic importance. Interest is sustained by parades, and especially by the mock combat and tournaments of the warriors of Cardolan. The midsummer festival of Erulaitalë, which is more obviously related to the ancient Númenórean rites than the other holidays noted, is usually observed by only the Dúnedain and Tergil of Cardolan. The Commons mark it mainly as a day of relief from the summer's labors.

8.6 EVIL CULTS

Organized religion has never held much sway or appeal for the Dúnedain. Their traditions include tales of direct contact and alliance with the Valar, done in a straightforward manner that precluded any need for elaborate worship and ritual. This general philosophy evolved into an absolute prejudice during the Second Age, when resistance to the Númenóreans was often led by local shamans and priests. The Dúnedain's great enemies, Morgorh and Sauron, both used the dark religions and cults to advance their causes and also drew power directly from their worshippers. This great "fraud" caused the Dúnedain and their allies to associate organized religion with both evil power and slavery.

However, minor religious groups following Eru, the Valar, and more obscure deities eventually did arise among the Dúnedain in Arnor. The few cults worshipping the powers of Darkness or those with bizarre beliefs that could be corrupted by the Dark Enemies were once quite a nuisance in the North Kingdom, being largely favored by quarrelsome intellectuals and dilettantes. Most ceased to exist after the Witch-king arrived in Angmar and brought a dramatic reality to the beliefs with which most of the cultists only played. They are rare enough now that no formal apparatus for witch-hunting or similar investigation exists in the country. Nonetheless, cultists are present, primarily as a result of infiltration by Angmarean priests, and a set of very old and very violent laws are on the books concerning "hurtful magiks," demonology, and religious subversion. Local officials deal with prosecution of any offenders.

THE DARK PRIESTS OF ANGMAR

The sorcerer-priests of Angmar were one of the Witch-king's most potent weapons in the first centuries of his reign, using persuasion, bribery, and rich gifts to sway the innocent and the unsure, rarely proclaiming themselves as worshippers of Darkness. Those priests who first came to Eriador and Rhovanion appeared as servants of Edainil, the "Friend of Men," or Arhoth (aka "Aredain"), the "King of Men," aiming to corrupt the local leaders and sages and then to *sow* greed, intrigue, and fear among the common folk. After superstition and fear began to dominate society, as happened in Rhudaur but not in Arthedain, could the priests introduce the worship of the Dark Lord.

This basic scheme no longer serves the Witch-king in public in Eriador, but small variations on it work among simple folk, such as the desperate refugees around Tharbad, and also on individual mages and loremasters blinded by pride and seeking a short cut to power. Direct infiltration continues, and plans to magically afflict Arthedain are rife among the Angmarean elite. The most successful to date involved the plot to ensorcel the Barrow-downs, the burial place of the Arnorian Kings—allowing evil wights to infest the tombs. A dozen Priests of Darkness and two score Angmarean Rangers, Trackers and other minions died while emplacing runestones, performing rituals in and around the Barrows, and making human sacrifices within a few yards of the Arthadan monks sworn to protect this holiest of places.

The brilliant success of the plot has encouraged more and more of the priests to volunteer to serve in Arthedain and Cardolan. There they can use their magic to enfeeble the strong, ensorcel the innocent, seduce the despairing, and destroy the hated Dúnadan enemy from within. For the Angmarean priesthood, the material effects of the Barrow-wight invasion are trivial compared to its obvious erosion of Dúnadan morale. They see the conflict between Light and Dark as a clash of wills; their dream is to so break the spirit of the Dúnedain that the last Dúnadan strongholds in the north will fall without battle, and the proud sons of Númenor will open their doors and grovel at the feet of the Servants of the Dark.

9.0 WARCRAFT IN ERIADOR

GM Note: *a detailed order of battle of the forces discussed here is given in the Master Military Table, Section 19.1.*

9.1 THE ARTHADAN MILITARY

The primary defense of Arthedain is entrusted to a very small Royal Army (S. "Dagarim Aran"), reinforced by a mustering of sixty-three Noble Armies (S. "Degerim Ereter"), who can defend their own territories or be summoned by the King to fight anywhere in the realm. In times of relative calm, they enforce the law and keep the peace by providing a constant presence of authority. When conflict breaks out, these elite forces are the first to take the field. If the threat requires more manpower than the "Regulars" (as these professional military are called), the King, the nobles, and their officers have the authority to call all or part of the kingdom's feudal levy, the Ethiron Aran (S. "Royal Militia"), which can multiply their strength ten fold. It has been claimed, with some justification, that the Arthadan army is, man for man, the finest in Endor, combining superior weapons, rigorous training, and strong, fit, highly motivated soldiers. The forces described here provide a well-armed and well-tested host capable of defending the North Kingdom from all but the most overwhelming of foes.

9.1.1 THE ROYAL ARMY (DAGARIM ARAN)

The Dagarim Aran is the King's own professional army, a crack force which guards royal lands and garrisons key citadels. It answers only to the King or his agents and is constantly poised for war. Yet, since it is small and tied to the King's House, the Royal Army is not unlike its private counterparts.

Although the King is supreme overlord of all armies, even the Dagarim Aran is customarily directed by a vassal. Usually, the Crown-prince (S. "Varernil") is selected as Lord Commander, being groomed from early youth in the arts of war-craft. He oversees daily military activities, accounts for provisions, and sees that the training regiment is followed. He also leads the Royal Army on most campaigns.

A circle of princes and older knights (S. "Requain Hail" or "Rychin Hail") assists the Lord Commander as a staff and provides leadership for larger collections of field units, such as groupings of Noble Armies. Even in peacetime, this war circle (S. "Cordagar") proposes military policy and strategies to the King's Council, thereby affecting Arthedain's political future.

Beneath the Cordagar is a hierarchy of Arequain or "Royal Knights." These Men are soldiers who have distinguished themselves by service and valor and are deserving of non-hereditary knighthood. Unlike a Roquen of the nobility, an Aroquen can be born of any class and must earn his colors; few, however, are non-Dúnadan. There are two tiers of Royal Knights, divided by length of peerage, both of whom provide intermediary leaders. Those of the elder group command companies (S. Tirrim; lit. "guard-men") consisting of 81 warriors and nine of their younger counterparts. The young Arequain each lead a squad (Tulkarim; pl. Tulkairim; lit. "steadfast men") of nine warriors (S."Ohtari") within the Tulkarim. In addition to this mobile force, the King maintains a garrison of some 600 soldiers, the Citadel Guard (S. "Rembar Tirrim"), to defend his capital at Fornost; they are commanded by one Aroquen Iaur and two Arequain Vin. Each company of the Rembar Tirrim is commanded by a Captain, and each squad of soldiers (S. "Rhivilyr") by a Sergeant. The Citadel Guard officers are much more likely to be non-Dúnadan then their counterparts in the regular army. The crown also possesses a company of rangers, the Feryth Aran, to perform reconnaissance, and an elite company of guards, the Tirrim Aran, to protect the monarch and his family. As auxiliaries, the King maintains a kennel of wolfhounds (the Tirrim Huandraug Aran) to reinforce his guards, a group of civilian contractors to build the various ballistae and siege engines used by his soldiers, and a collection of armorers, carpenters, sutlers, teamsters, and other artisans to supply the army.

9.1.2 THE NOBLE ARMIES (DEGERIM ERETER)

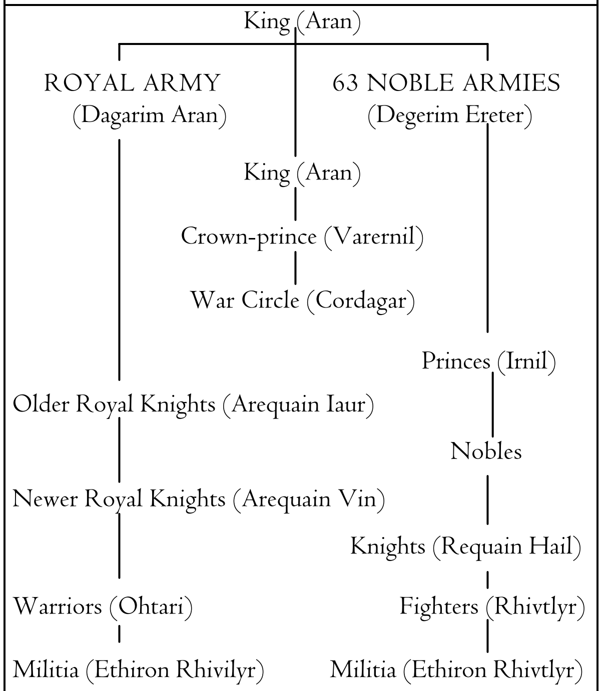
Arthedain's nobility is for the most part descended from the lines of the original Elendili settlers, the Faithful who founded Arnor. There are sixty-three houses of landed nobles (S. "Ereter;" sing. "Aratar"), and each maintains its own army. Seven are sizable clans, the Great Houses of Arthedain. Some, like the Eketta or Tarma families, have forces rivaling those of the King, but most rely on small contingents. In time of war, the Degerim Ereter are often combined with the Dagarim Aran, forming an integrated Arthadan army. Large Noble Armies march and maneuver under the orders of their own Aratar, while smaller forces are banded together under the command of a member of the Cordagar, usually a prince.

The Noble Armies are necessarily varied in structure. All are led by the Aratar or his appointed Lord Commander, and each draws upon the local vassal Requain of the lower nobility. These Knights bring their own unique followings of Fighters (S. "Rhivilyr;" sing. "Rhyvelûr") who, together with the Lord's Guard, form the army's warrior host.

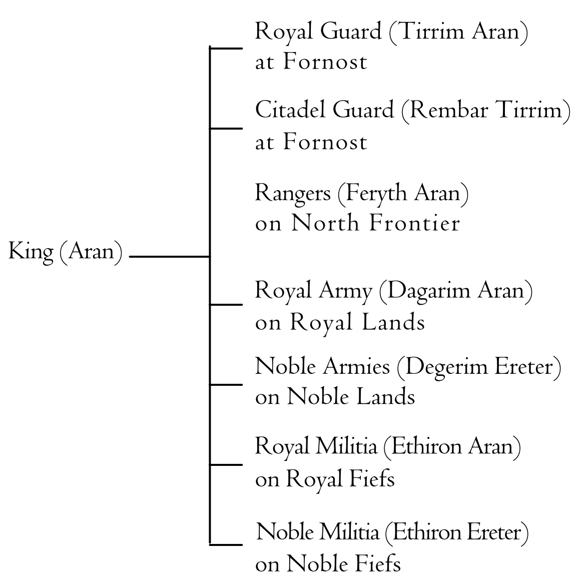
The Degerim Ereter often possess auxiliaries similar to the King's, especially those lords responsible for the defense of specific sections of the frontier. None of them, of course, have the crown's financial resources, but the Lord Commander and several of the Cordagar inspect the Degerim Ereter to ensure that they are fit for battle.

ARTHADAN MILITARY STRUCTURE

The Line of Command for Offensive Campaigns



The Military Branches



9.1.3 EQUIPMENT

All Arthadan warriors, regardless of immediate allegiance or background, are superbly equipped. Each soldier carries a composite bow, a short bow, a short sword (eket), a dagger, and a longer weapon. The cavalryman of the Royal Army (one third of the total) bears a lance and a long sword (anket), while an infantryman uses a 9-foot spear and a handaxe. All are provided with a toolkit, wool bedding, and mess implements.

Arthadan armor is made from fine grade steel and is among the best in Endor. Light and strong, it is ideal for chain mail. The King's footsoldiers wear black chain shirts supplemented by solid leg greaves, all covered with black surcoats emblazoned with the Seven Stars of the North Kingdom. Each infantryman also employs a steel-reinforced oval shield (30" dia.), whose relatively straight sides allow for interlocking. These shields are ideal for the formation of shield-fences (thangail). Horsesoldiers are garbed in full chain and carry one-and-a-half-foot diameter, steel-faced round shields. Like their unmounted brethren, they wear open-faced helms of steel which are designed to protect the neck and ears and to accommodate the various linings needed for campaigns in the capricious Arthadan weather.

Members of the Noble Armies are less uniformly equipped, but most forces are aligned along this general theme. One should note, however, that most of the Degerim Ereter field no more than one horseman for every seven foot-soldiers.

9.2 ARMIES OF CARDOLAN

Warcraft in Cardolan has greatly declined since the days of the realm's Royal Army (S. "Dagarim Cardolan Aran"). Then, the heavy pikemen of Cardolan—the Raggers—made up largely of Tergil who had followed the profession for generations, were considered the finest heavy infantry in all the Realms in Exile. In those days, there was also a Royal Navy (S, "Cair Aran"), though it could find few foes. Most of the ships were eventually sold, and a few still serve the Prince of Dol Amroth in Gondor. This was a better fate than that of Cardolan's soldiers. For a time Cardolan stood in the forefront of the resistance to the forces of the Witch-king. Now, conflict is a constant feature of life in Cardolan, but it is a war of pillaging villages, burning crops, and inconclusive sieges: war with little honor and no glory.

9.2.1 THE DAGARIM CARDOLAN ARAN (T.A. 861-1409)

On paper, the Kings of Cardolan could gather an army of from 5,000 to 8,000 militia, 2,000 to 3,000 professional infantry, and about 2,000 mercenaries. 200 to 400 cavalry, made up of the mounted Dúnadan nobility, who generally fought on foot, led the force. These numbers, though, depended on the degree of cooperation of the Irnil of Cardolan. The King's own forces consisted of 600 of the finest Raggers known as the Malthoth (S. "Gold Helms"), the kinsmen of the King, a bodyguard of about 20 Requain (S. "Knights"), and some 2,000 militia raised in Tharbad. He would occasionally maintain about 800 mercenaries organized into a banner of medium cavalry and a banner of archers. As a general rule of thumb, each Prince could raise about 400 Raggers, 300 mercenaries, 2000 militia, and 60 cavalry from among his lesser lords. The standard tactics of the host of Cardolan was to use the militia to garrison the realm's fortresses and to protect the army's lines of supply. The pikemen would then seek to force the foe to engage, so that the nobles could strike the decisive blow on a flank.

9.2.2 THE WARRIOR CLASSES

The warrior classes of the old kingdom still survive, though often mere ghosts of the halcyon days.

Raggers



Raggers

The lesser-blooded offspring of the soldiers of the early Númenórean garrisons and their Eriadoran wives and mistresses were less than welcome in Númenor, so many of these Tergil took up their father's profession and remained in Cardolan. Over the centuries, they became the primary military class in their lands, the steel heart of the forces of Cardolan. They also adopted the epithet hurled at them by Dunnish marauders as a title of honor: Ragh Crann-Sleagh (D. "Ranks of Pikes"). Raggers, a shortened version of the Dunael phrase, became to be a term in common usage.

The professional pride of the Raggers was legendary, and, through incessant drilling, they became the finest heavy infantry in Endor. Their most noted accomplishments were at the Battle of Dagorlad in S.A. 3434, when they held the flank against Sauron's Mûmakil after the rout of the Silvan Elves, and at the Disaster of Cameth Brin in T.A. 1217. There, the Raggers, though exhausted by a day of desperate fighting and taken unawares, rallied themselves and clove a path out through the hordes of Gundabad.

The Raggers slowly withered in the internecine wars of the Sister Kingdoms before the coming of the Witch-king. The last great host mustered in Cardolan was hammered to pieces in the Battle on Tyrn Gorthad in 1409. Barely a hundred warriors now survive organized into the most feared and respected of the mercenary companies. The Ragh Crann-Sleagha are notorious for never having betrayed an existing contract.

The remaining Raggers still use the equipment of their longfathers (often literally). They wear afull chain hauberk and steel-shod boots. The men-at-arms don a full helm, with a detachable visor. The main weapon is a long and heavy pike, 12' from tip to haft. As might be suspected, the Raggers operate in very close order, relying on an irresistible charge for offense and the impenetrable forest of their pikes on defense. For closer quarters, the Raggers use a distinctive, short and heavy backsword that they quaintly refer to as a "knife."

Cavalry and Mounted Infantry

In ancient times, the lords and lordlings of Arnor fought on foot beside their subjects. The importation of fine horses from Harad was greeted enthusiastically, as marching was somewhat beneath the nobility's dignity. However, the Dúnedain were trained to fight on foot, and horses were very expensive at first. Therefore, the tendency among the lesser lords was to protect their mounts by using them only as a means to reach battle. Only the greater lords could afford the stables, new equipment, and retraining necessary to fight effectively from horseback.

Cardolan never developed the heavy cavalry that became the mainstays of the Dúnadan armies of Arthedain and Gondor, The minor lords used a variety of titles including Roquen (S. "Knight"), Aratar (S. "Noble"), Ohtar Aran (S. "Royal Warrior"), and Hir Nibin (S. "Baronet"). The mounted Dúnedain in an army were usually gathered as a strike force. Their equipment varied, but generally included shield, broadsword, and bow.

The lesser lords of the Dúnedain suffered losses at least as severe as the Raggers in Cardolani many wars. Those who remain tend to lead their forces from horseback. There are not enough left to gather into a banner of mounted infantry as of old. The only remnant of this system is the mercenary company known as the Cruaidh Maraich (D. "The Steel Riders"). They are actually the heirs of Rhudauran exiles who entered Gondor in the 14th century, and who use the unique Rhudauran practice of having the knight's retainers accompany him into battle by hanging on to his stirrups.

Militia

By law, all males over 14 years of age are subject to military service when summoned by their Prince, The codicil to that law—that all males must provide themselves with weapons—is readily obeyed; however, the most popular of the Princes of the past did well to raise a quarter of their potential manpower from the individualistic common folk of Cardolan. In contemporary Cardolan, the Princes consider themselves lucky to raise half that percentage.

When King Thorondur organized his new realm, he was well aware of the main deficiency of his armies: neither the Raggers nor the Requain were given to missile combat. He sought to repair this deficiency by establishing an organized militia force, the Yeomanry, to supplement the levy of all healthy males. The Yeomanry were to be equipped with long bows, leather armor, and a helm. Those Yeoman companies that appeared at the fairs that accompanied the three high festivals were paid, and there were further rewards for the winners of competitions in drill and archery. The Yeomanry were under the orders of their Prince, although paid by the King; this contributed significantly to the success of the institution. Unfortunately, the Royal Treasury could not afford this expense after the Time of Troubles. Some Princes continued the practice out of their own pockets, but the last Yeomen, those of Calantir, were disbanded during the Plague Years.

The current militia, synonymous with the former levy, are at best an armed mob, useless in a stand up fight. They are best-suited for providing muscle for the construction of siege works, and in devastating the countryside. Even for their most serious conflicts, the Princes are likely to halt the muster once 1,000 troops are collected.

Warbands of the Tribes and Clans

The warriors of the Dunnish tribes both in and outside of Cardolan are one of the few aspects of the military equation that has changed little over the years. As in the old days, they can be found fighting for the Cardolani, against them, or simply raiding on their own. The average tribe can gather about 200 warriors; a quarter of these will be experienced, distinguishable by their soft leather armor. Dunnish warriors fight with spear and a large leather shield. They also use a notoriously ineffective throwing club known as a weeb. The tribesmen normally rely on their usually superior numbers to envelop both flanks of a foe. This is suicide against a steady and more technically advanced foe, but no better idea has yet been found.

The clansmen of Saralainn, a mix of Dunmen and Cardolani commoners who've adopted Dunnish ways, have an organization not much more advanced than this. Their tactics—even when they aren't mad or drunk enough to view warfare as a just a dangerous, but amusing, game—are not subtle. The standard maneuver is to madly rush the foe in order to close with their deadly pole axes, which they wield with abandon. The more experienced warriors have the honor of using two-handed swords; big ones are especially popular. The average clan can muster about 120 fighters.

Mercenaries

Cardolan possesses the ancient and honorable tradition of using foreign soldiers, a practice that dates back to the Dunlending bands that served the Númenóreans in their wars with the Eriadorans, The constant fighting and thin population continue to create a demand for hired swords, and the brave and the foolhardy provide a wealth of volunteers.

The Golden Age of the Mercenaries lasted from T.A. 1050, when the Sister Kingdoms began girding themselves for their first war, to T.A. 1409, when the host of Cardolan withered in the Battle on the Tyrn Gorthad. Cardolan relied on Northmen from Rhovanion, who served mostly as medium cavalry, and Dunnish Tribesmen from Enedhwaith, who served as fodder. These were an answer to the Easterling light cavalry and Orc infantry who fought for Rhudaur, and soon thereafter Angmar. The Northmen were particularly valued and many were persuaded to settle in eastern Cardolan. Their five Burhs (N. "Hilltop Fort/Towns") along the Nen-i-Sûl outlined Cardolan's northeastern boundary for many years. Since the fall of the kingdom, most of the Northmen have drifted back to their old homes, save for a number who settled in Fëotar.

9.2.3 THE MERCENARY COMPANIES

The Silver Age of the Mercenaries is said to have begun in T.A. 1459 when the remaining Raggers besieged Daeron Fëotar, the first Canotar, in order to collect their back pay. The success of this rebellion led many of the professional warriors in Cardolan (of whom there were less than 1,000 left) to notice that military success required a Prince to be able to capture forts. Since they were the only force capable of doing that, the Raggers and some landless nobles formed themselves into companies, loosely based on the guilds of Tharbad, and sold their services to the highest bidder. This process has been often imitated, but the success of the original companies has never been matched.

There are currently four major mercenary companies in Cardolan, and the power and influence of their captains comes close to rivaling that of the lesser Princes. The foremost is the Ragh Crann-Sleagha, the remnants of the Targil military class; the Cruaidh Maraich are only slightly less potent. Next, comes the Troich-Armchleasah (D. "Dwarf-warriors"), a combined arms force built around a nucleus of sturdy Dwarves. Last are Forak-Eiginn, Forak's Violators. It is a fair measure of the depths to which Cardolan has sunk, that a Half-orc (Forak) can be a person of note in the lands, dealt with by most of the Princes whether they like it or not. Few trust Forak, though he has a record of success. He is a necessary evil because the Violators possess the only mobile siege train in the country and his henchmen are very capable engineers.

9.3 WARCRAFT IN RHUDAUR

THE KING'S FORCES

The Dúnedain of Rhudaur were always too few and too scattered to use the standard Dúnadan military system, which relies upon highly trained masses of infantry. Until the division of Arnor in T.A. 861, border problems were dealt with by Arnonan rangers and regulars operating out of Cameth Brin. Local military practice was limited to passive defense of the keeps and villages and an occasional showy, and usually ineffective, punitive expedition against rebellious tribesmen. Generally, these feudal levies were led by the local Dúnedain and composed of freeman supported by serfs or debt-slaves. The only change in this system with time has been a lessening of numbers and an increasing absence of any Dúnedain to provide leadership.

After Rhudaur became independent, the loose feudal system was augmented by a tiny professional army attached to the Dúnadan kings and numbers of Hillman and Northman mercenaries. These soldiers have, under later Kings, been largely, but not totally, replaced by Easterling and Orcish mercenaries. The army is divided into three war-bands: one, under the King, consists of the feudal levies and loyal mercenaries; the second consists of the less trustworthy and short-term mercenaries; and the third is made up of the Orcish levies from northern Rhudaur. The Hillman tribes willing to fight for the King usually operate separately from the royal forces, and they have been known to simply pick up and walk away from a battlefield if the omens don't look good for the day's fighting. As all of these forces are subsidized by Angmar, the Rhudauran military will generally fight if and where the Witch-king commands.

Traditionally, Rhudauran warriors are competent, if basic, infantrymen. They are equipped according to their background. Hillmen serving with the Lowland forces have only soft leather armor, typically unfinished hides and furs strapped to their torsos, but are rugged individuals with good woodland skills. They use the creg, a heavy spear thrown from a sling, and the atam, a light javelin with a bronze tip. They favour heavy helms of bone plate, but do not carry shields. Hand weapons are limited to knives. Lowland Rhudaurim have more advanced gear. They wear good leather armor, often of cured or boiled hides that are as hard as wood. They also carry shields made of a similar material. Unfortunately, as they are of Dunnish ancestry, many still have a liking for the weeb, the clumsy throwing club which few actually master. Thus, in battle most come down to using a spear with a broad-leaf head. Once this is broken, bent, or blunted, they resort to a variety of hand weapons such as the hatchet-like cleev.

In a pinch, these soldiers are unreliable. They have poor morale, unless fiercely led or defending their own belongings or land, and can be easily distracted in battle by the prospect of rich pickings and loot. It is difficult to hold them into organized bands or persuade them to adopt tactics.

TRADITIONAL HILLMAN MILITARY PRACTICE

The Hillman passion for raiding greatly affects their approach to war. Formal "rules" of raiding place a high premium on stealth and woodcraft. Hillmen prefer to settle feuds by formal combat between chosen champions, but their external enemies do not believe in such methods. Always practical, the Hillmen combat these outsiders with their favorite wartime greeting: a nocturnal ambush involving vastly superior numbers.

The primary weapon of the Hillmen is the spear called the creg. A creg can be thrown by grasping it in both hands and hurling it over one's head. It has a short range (25 feet), but it can pierce the strongest armor. (Treat it as +15 versus Plate or Chain armor.) Most Hillmen carry knives but use them only for cutting and carving. Since they rely upon bronze for most of their weaponry, longer blades are in short supply. Hillmen generally do not use armor, but occasionally don a heavy hide coat. They do, however, swear by helms. These they decorate with carved bone and by weaving their own braided hair through selected holes. Other forms of armor are considered too heavy and cumbersome for use in the woods.

9.4 THE ANGMAREAN THREAT

MILITARY ORGANIZATION

The armies of Angmar greatly outnumber those of Arthedain, and a small fraction of them could defeat what remains defending Cardolan; the Witch-king's weaknesses have always been quality and supply. Through this century, save when the Plague depletes the reserves penned up in his many crowded barracks, the Witch-king maintains a standing army of 10,000 footsoldiers and 5,000 cavalry. He has twice as many Orcs at his disposal. Depending on his plans and the quantity of foodstuffs and fodder he's accumulated, he can also call on two and three times this number of additional Men and Orcs from the East.

Few of these soldiers are individually any match for a Arthadan Ohtar, and so the Witch-king generally must try to overwhelm his enemies with sheer numbers. However, Angmar faces considerable problems projecting its strength westward over the barren En Udanoriath. Every army the Witch-king sends across the plain leaves behind it a trail of broken-down carts, siege engines, and animals, as well as spoiled rations, empty water casks, and eventually, sick and injured soldiers and Orcs. All of this is simply from the wear and tear of the journey, which is typically in winter to permit the Angmarim to get the best use from Orcs and Trolls. A hard-fought or defeated Angmarean army leaves a litter of bones and rusted weapons that marks their line of march for years after the event.

THE ORC-HOST

The Orcs of Angmar are the Witch-king's primary weapon in Eriador. Not a week goes by without an Orc raid somewhere along the frontier. Twelve tribes of Angmarean Orcs form a loose confederation called the Uruk-Engmair. Their Warlord is the Olog Rogrog, who has commanded the Orcs and Trolls of Angmar since the founding of the kingdom. It was Rogrog's forces who destroyed the last Dagarim Cardolan on the Barrow-downs, and the Warlord himself slew the last King of Cardolan. His name inspires terror and obedience within the Uruk-Engmair, and he has considerable influence with the Orcs of the Misty Mountains. He wields unquestioning authority over the Uruk-Engmair stationed within Eriador proper, along the northern and eastern frontiers of Arthedain, and bullies them into keeping their tribal warfare to a minimum. The border Orcs prefer to make their homes in caves among the hills and ridges of the region. Failing this, particularly on the relatively flat En Eredoriath, they will build stockades with windowless buildings and shaded parapets, or villages with timber-coveted trenches connecting sunken or buried living quarters. The important camps of the plains Orcs will often be in wooded hollows and ravines where they can weave the branches of trees with climbing vines and create an artificial version of the shadowed, murky forests in which they would prefer to live.

9.5 MILITARY EQUIPMENT

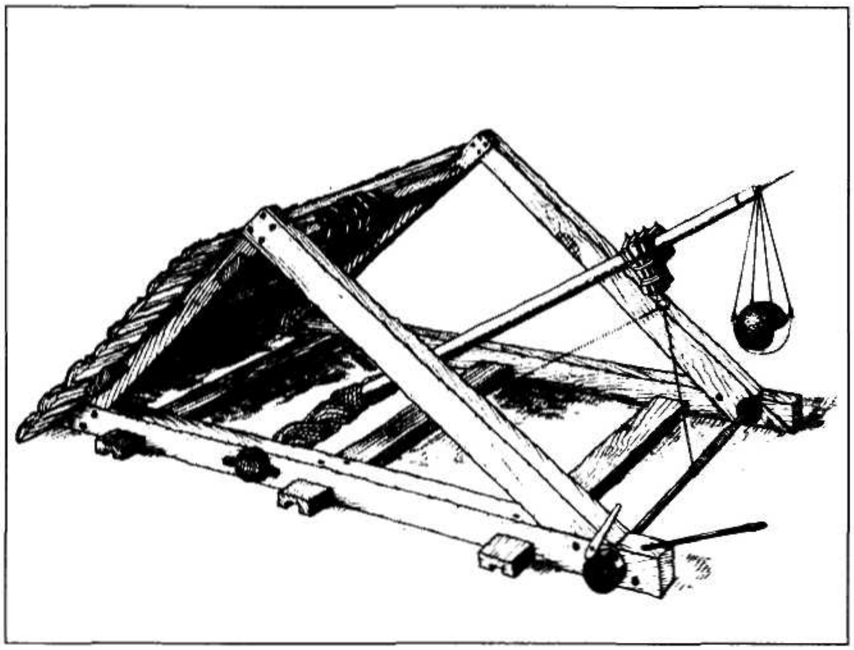
All the realms of Eriador build fortifications, since armies cannot be mustered quickly enough to protect all places and peoples at all times. In addition, keeps and castles provide bases for scouts, beacons to warn of an enemy approach, and places to find cover when the enemy is too powerful to face. Since most of Eriador is too barren for an army to operate without constant supply, most fortifications are designed to store and protect those supplies from either weather or enemy action. To take fortifications, the primary powers of the North maintain siege trains, including some devices to breach walls and others to throw missiles over them. The castles themselves quite often have missile throwers of their own. All of these implements of war are maintained by construction troops, called "pioneers", and engineers, or "sappers," Most are kept in storage at important fortresses until needed.

9.5.1 SIEGE EQUIPMENT

Both Arthedain and Angmar possess a variety of heavy siege machines: mobile towers, ballistae, onagers, rams, etc. While the Arthedain, as in other things, have engines of better quality, the Angmarim, who are usually on the offensive, keep more machinery on hand and more soldiers trained to use it.

The Angmarean siege trains are kept in border castles in disassembled form. When a major campaign begins, they are wheeled to the target sites in great wagons; once there, they are assembled in fortified camps and brought to bear after roads and ramps have been built to move and support them. Some smaller equipment is constructed near the focus of the siege, along with trenches and earthen walls for cover and to prevent sorties, and ramps and roads to get the equipment and assault forces up to and over the wails of the keep being attacked. Both the Orcs and the mannish infantry of Angmar operate the engines, although the Orcs inevitably get the most dangerous roles in the close-in work and the siege assault.

The Arthedain knew little of siege warfare in the early years of the kingdom, but they have relearned the old knowledge and imported more from the south. Gondor, which routinely campaigns against Haradan fortresses, has the best open-field siege tactics in Middle-earth, while the Dwarves of Khazad-dûm have specialized in compact, cave-portable equipment and techniques for digging Orcs out of underground lairs. Most of the Arthadan siege engineers are veterans of the Dagarim Aran who are now officers of the Royal Court, typically also responsible for army's supply train and royal fortifications. The workers are often drafts of the Royal Militia, with the professional Ohtari taking the lead only at the most violent points in the siege assault.



Field Onager

Siege work requires organization, which is lacking in much of Eriador. While the Rhudaurim can import engineers directly from Angmar, the Cardolani have to hire independents. A good sapper can draw as much pay in Cardolan as the captain of an important mercenary company, Forak's Violators, one of the most elite of the mercenary companies, has the only permanent siege train in the country, and charges for its services accordingly.

The Field Ballista

A ballista, roughly speaking, is a device for throwing stones or arrows. It does this either by means of a drawn-back wooden or steel beam, aftet the fashion of a crossbow, or by means of coils of rope, wound tightly around an axle so the wrapped cords act as springs to throw stones in a manner similar to the bent bow. The Arthedain favor the latter design, and their technological advantage allows them to build extremely agile ballistae with the rope-coils held vertically in iron cylinders. These device can be aimed flat and fired directly at an advancing siege tower.

Many Arthadan keeps have such ballistae, one of which cracked the skull of the Troll Warlord Rogrog during the attack on Fornost in 1409, breaking up a major Angmarean assault. With the addition of spoked iron wheels, a ballista of this sort becomes mobile enough to be used as field artillery, and is accurate enough to take out a great horse at a range two to three times that of a long bow. Because the Angmarim tend to fight at night, battles where field ballistae can be used are fairly rare. The Witch-king himself was allegedly once injured by a Arthadan field ballista outside Fornost and is said to personally destroy any such devices that are brought to Carn Dûm,

The Field Onager

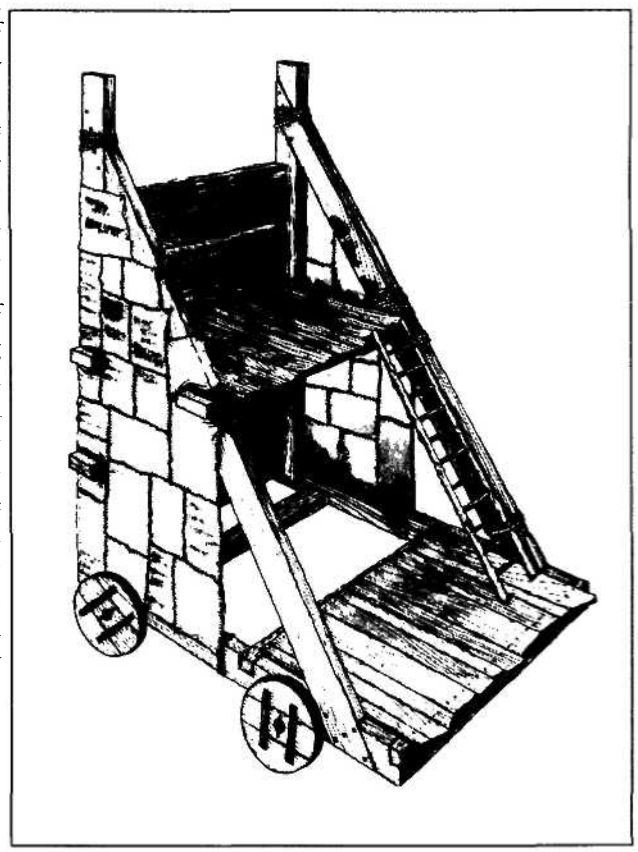
An onager is a timber-framed device that has its rope-springs on a horizontal axis for "indirect fire," throwing a stone into the air so it drops down from above on the keep or town being besieged. The onager is easier to maintain than a ballista, though less accurate, and can reach targets behind the walls of a keep. It is the favorite artillery of the Angmarim.

The Trebuchet

Instead of aspring, the trebuchet uses the counterweight of a basket of rocks, in teeter-totter fashion, to "toss" a stone into a town in the same manner as an onager. The trebuchet is so simple even the Dunlendings and Rhudarim can build and use one, and it can be much bigger then any device based on a bow or rope-spring.

Light Attack Tower

This portable wooden tower is only about twenty feet tall and was designed for use against the low walls of Arthadan and Rhudauran villages and the more modest Dúnadan border forts. It is assembled on the site of a siege and pushed up to a wall on small wooden wheels. It has plank and hide armor along its front and sides and interior ladders to allow attacking soldiers to get up to the level of the top of a wall without being exposed to enemy missile fire. Plank "bridges" can be dropped from its upper story to allow access to the defenders ramparts while siege ladders can be supported in its interior and on either side. It can also act as a firing platform for archers or a light ballista.



Light Attack Tower

DEFENSES AGAINST MAGIC

A master builder or military engineer will routinely put small enchantments, alchemical mixes, or inscriptions in or on buildings, sometimes just for luck or for superstitious reasons, but often because specific spells will improve the quality, appearance, or durability of the construction. The better of these enchantments also protect against hostile spells and enchanted creatures. The Dúnedain, who routinely have been faced with magical threats from the likes of Sauron and the Witch-king, are very good at this. Here is a general guide to such matters; note that many variations on these themes are possible.

Blessed (Level I Defense)—A simple blessing on the house, sigils written above the doors or scratched into the frames.

Undead and Faerie must resist a 5th level attack to enter, unless they have been invited, and they will find passage through the doors uncomfortable. No extra protection against damage.

Examples: 90% of the rural houses in Rhudaur and Arthedain, 80% in Cardolan, save near the Rast Vorn. Orcish shrines and chiefs halls.

Shielded (Level II Defense)—Spells have been said over the foundations by a local shaman or magician, who has also written runes into the corner stones and/or constructed a symbol or totem above one or more entrances.

Doors and locked windows have 10th level defense against supernatural creatures, walls only 5th. Gaseous or ethereal creatures cannot pass through cracks in the doors at all. Any evil creature failing its resistance check will take a "A" impact critical from the pain. No extra protection against anything but storm damage.

Examples: important houses in Fornost and Tharbad, most rural Dúnadan villas and keeps, and the houses of village leaders; Eriadoran religious sites, whether good or evil.

Armored (Level III Defense)—Useful architectural spells and interesting herb and mineral preparations have been put into the mortar of the house or painted and/or soaked into the timbers by someone who knows what he is doing. Quite often, the spells will have been read and/or embedded into the stone or other material as it is being placed, sealed, or finished. The evidence of this is not always obvious, and a sorcerer or Undead intruder will typically find out about it the hard way.

The defenses noted for Shielded dwellings (Level II) are doubled in Armored ones (Level III). Any scrying spell or entry spell (Teleport, Portal, etc.) attempting to pass through the walls, doors, or windows will be resisted at 30th level on the base attack table; this defense holds whether the doors or windows are open or not, unless the spellcaster has taken care to gain a line of sight through such an opening. If the attacker fails, he will develop a mild headache and must roll a Spell Fumble at +30. Damage from any physical attack on such walls will be reduced by 20%; that from magical attack, by spell or enchanted creature, by 50%.

Examples: any major keep in Eriador, and a selection of the minor ones. All government and religious buildings in Arthedain. The walls of the Citadel in Fornost, the outer wall of Minas Anor (Minas Tirith) in Gondor. In both cases, the effect reaches a man's height above the top of the walls.

Warded (Level IV Defense)—As above, but the spellcaster has put a great deal of time and effort into the job, because he expects that magical entry or magical attack might be tried. These defenses are variable and dependent on who helped with the enchanting.

Typically there will be at least 50th level resistance and a spell fumble penalty on spell attacks, 50% reduction on all damage, and "C" criticals for evil supernatural creatures. Only the most powerful scrying devices and spells will work at all on these structures (i.e., a Palantir, the Mirror of Galadriel).

Examples: The Towers of Amon Sûl and Orthanc, the Royal Palace in Fornost, the remaining Noldo houses in Lindon and Ost-in-Edhil, the city of Khazad-dum, Elrond's House (130th level defense, and a Memory Bane on the intruder), the inner sanctums of the Witch-king (180th level and nightmares visited on the intruder), Tom Bombadil's house (240th level), Dol Guldur (360th level).

War Ram

This is a a large piece of timber with an iron shod end used to batter down doors. The Angmarim routinely enchant the heads of their rams to make them more destructive. The Arthedain also do this, but do not discuss it in public. The standard large ram is covered by a protective roof and supported on a wheeled frame, so it can be larger than a ram that is simply carried. The large Angmarean rams are suspended from the roof housing by ropes and swung on them like a pendulum. The superior Dúnadan ram is "tracked"; it uses greased rollers to support the shaft of the ram, allowing the soldiers operating it to get a steadier push and greater penetration.

9.5.2 FORTIFICATIONS AND KEEPS

The Elves built stone houses and fortifications in Eriador long before Men gathered enough wealth for such ventures, but most of such structures have long since been abandoned. The Eriadorans, as well as the Dunlendings, lived in hill-top villages protected by earthen berms (artificial ridges), moats (usually dry), log and brush outer walls, and stone and timber gate houses.

The Dúnedain were the first Men to build large numbers of stone castles, town-walls, and towers in Eriador. Their knowledge of earth-magic, akin to that of the Dwarves, allowed them build viable fortifications out of virtually any rock, although they preferred the strength of the white, pink, and blue granite cut from quarries in the hills of the upper Baranduin. Their works could be of almost any design, from the standard "frontier keep" (see color insert), to a small palace like that at Thalion (see Section 13.3), to the grand elliptical dome of the Royal Palace in Annúminas. The tallest tower in Arnor was that of Amon Sûl, which rose 300 feet above the top of a hill that already stood 1000' over the surrounding plain. The greatest construction in the kingdom was the citadel of Fornost Erain, which required the flattening of a ridge-top almost as high as Amon Sûl and much broader, followed by the building of two miles of 50-foot tall granite walls with guard towers every 100 feet.

The Arnorean Dúnedain also built great bridges over the Gwathló and Baranduin, both with and without defensive towers, and long lines of military walls along vital stretches of the hills facing Angmar. The Rammas Emyn, built by Arveleg I and running along the outer face of the Weather Hills, was the most famous of these fortifications. Set just below the crests of the hills on the side facing the Oiolad, some three to four hundred feet above the plain, it was simply a 10' high earthen embankment faced and reinforced with local limestone, A military road ran along the top, with small watch-posts built at good observation points approximately every two miles. With Arthedain's declining fortunes, nothing more elaborate could be built. The Rammas Emyn could not hope to stop an Angmarean army; its primary purpose was to keep wargs and wolf-riders from passing freely into the interior of Arthedain and threatening King Arveleg's commum cations with Amon Sûl.

9.6 STRATEGY

The Witch-king of Angmar, Chief of the Nazgûl, the dreaded Ringwraiths, is the instrument that the still-hidden Sauron has chosen to destroy the Dúnedain of the North. There is no haste in the Witch-king's campaign; when one of his onslaughts fails to overwhelm the Dúnedain, he retreats to Carn Dûm with the remnants of his inevitably shattered armies and begins to rebuild. Being immortal, he lacks the time pressure that drives other conquerors, and the Arthedain have never possessed the strength to seek him out in his fortress.

Arthedain has repeatedly proved too great for him to conquer. Her forces have slaughtered two great armies he sent against the realm and shattered many smaller incursions, but her might wanes as the years pass. The Petty-wars have, in this regard, served the Witch-king's cause as well as his great battlefield victories. The war of attrition is one the Witch-king thinks he can win. The Orcs fight most efficiently in this kind of warfare; the slower pace allows for the breeding of more as the tribes are depleted. On the other hand, every house burned down and every family slain or fled is something the Arthedain or Cardolani can ill afford to lose. The Lord of the Nazgûl knows that in time these raids and the shadow of his own presence will humiliate, demoralize, and reduce the numbers of the Dúnedain. Sooner or later, he must win.

The Arthedain have, for years, understood this strategy. Argeleb II practices patience, conserving his strength, working to keep the Petty Wars from wearing his soldiers down and driving his citizens south. Others are pushing for a more aggressive stance. The resources for war immediately available in Angmar west of the Misty Mountains are quite small. If the Angmarean field armies could be destroyed and the human population along the edge of the plateau of Angmar driven away, the threat to Arthedain's borders could be reduced to a few Orc raids, and the kingdom could rebuild its strength and possibly even restore the boundaries of long dead Arnor.

Others of a philosophical bent, and there are many of these at the Arthadan court, look to the heart of the matter: the Witch-king's empire will not fall until he does. If all the force in Arthedain could be marched to the gates of Angmar, there would not be enough soldiers or siege machines to surround both Carn Dûm and the Orc-holds in the mountains behind it. The example they choose is that of the War of the Last Alliance, where the nations that marched to the enemy's stronghold were shattered beyond the healing of a thousand years of peace, and evil was still not driven from the world. The philosophers look instead to omens, prophesies, and artifacts, and that twist of fate that would deliver the Witch-king up to an act of supreme courage, such as destroyed Sauron on the slopes of Mount Doom so many years ago. Only this, they say—a manifestation of destiny—will save the Dúnedain.

10.0 PEOPLE OF NOTE

GM Note: *The following character descriptions are keyed to the date T.A. 1643. They include most of the important political leadership of the lands that once were Arnor, as well as several lesser figures who are featured in the scenarios in this module or who are simply likely encounters for ambitious adventurers.*

10.1 LORDS OF ARTHEDAIN, T.A. 1643

10.1.1 THE LINE OF ISILDUR

The heirs of the North Kingdom traditionally expect all members of the family to play some small or large part in the governing of the realm. Since the Line of Isildur has a lifespan of two hundred or more years, adults of several generations can be active at court at any given time, providing the Arthadan Kings with a body of experienced, loyal supporters that are the envy of lesser monarchs. The heir to the throne, a constant threat to Kings of other nations, is in Arthedain brought up to anticipate decades of useful service to the realm before assuming the scepter himself. Because of deaths due to the Great Plague and related events, some of this advantage has been lost by Arthedain in T.A. 1643. The surviving members of the royal family have gathered around King Argeleb to ward off troubles from the south, from the east, and within Arthedain itself.

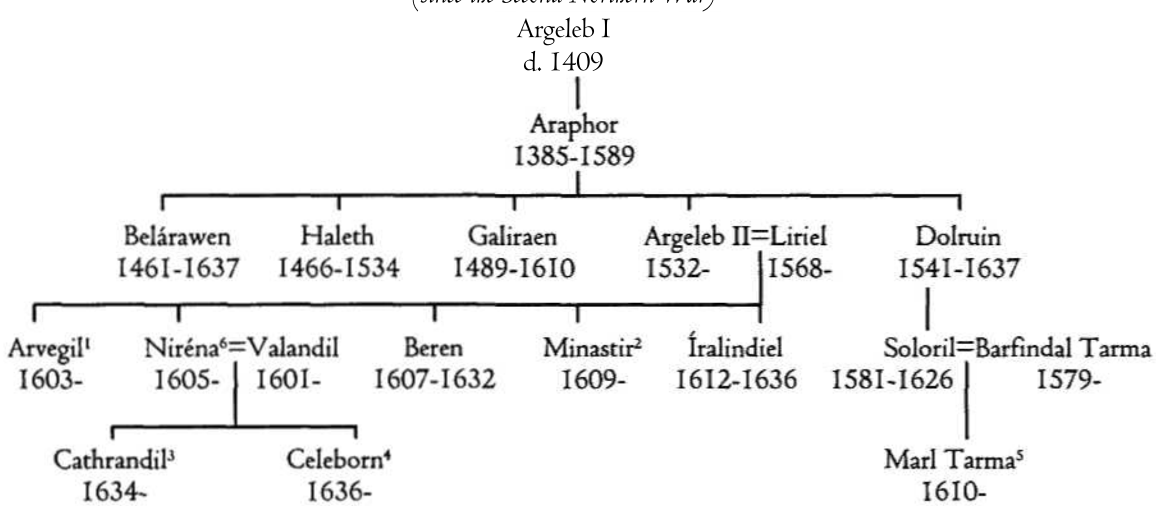
ARGELEB II

Arthedain's tenth King, Argeleb II, has spent much of his fifty years' rule in his distinctive deep-blue armor, fighting Angmar's hordes. Never aggressive politically, granting the Shire to the Hobbits some forty years ago was the boldest domestic act of this most-martial ruler. Argeleb is well into the second *century of* his life by T.A. 1640; having won a stalemate, of sorts, along his border with Angmar even before the Great Plague, he is working on his reputation as a patron of the arts and devoted tender of the Royal Herb Gardens in Fornost. He has grown weary of war as well as policy, and some nobles say, weak with age and disinterest.

Just under 7' tall, with the grey eyes, long limbs, and clean features of Isildur's line, Argeleb looks the image of a great King. The weakness that seems apparent to many at court does not lie in his greying hair or the lines graven on his face and hands; Argeleb is of high Dúnadan blood and expects to be as fit as a common man a quarter his age for decades to come. The trouble lies in the fading of the martial spirit young or hardhearted men expect in their leaders. Argeleb, follows the Elvish philosophy of his fathers and sees war as a dragging necessity rather than an opportunity for glory. Long years of conflict have left him fatalistic and hesitant to waste lives in aggressive moves. Never naturally expressive, he is no longer willing to put on the public displays required to lead those less wise than himself.

THE ROYAL FAMILY OF ARTHEDAIN

(since the Second Northern War)



Note: The superscripted numbers mark the legal line of succession to the throne of Arthedain, as recognized by a Decree of Lineage spoken before council by the King in T.A. 1641. Arnorian tradition and law favors the male line of descent; any sons born to Crown Prince Arvegil or to Minastir would take precedence over the other heirs. No male children or grandchildren to King Argeleb's sisters survive in T.A. 1643. Any male born to their lines would have a lesser claim to the succession than Marl Tarma, by virtue of his descent from the King's brother. Another royal decree could give such an heir precedence over Niréna, but only a number of deaths in the royal family would prompt such an action.

Behind the scenes, Argeleb maneuvers with the careful touch of long experience. The younger members of the royal family, under the leadership of Queen Liriel, provide him with information about the plots against him, and he continues to move his pieces on the chessboards of court and public diplomacy. His policy of containment and conservation in the Angmarean war may yet bear fruit; help may still come from Gondor or the Elves or some other source yet undreamed of. In the meantime, in his own quiet way, Argeleb will guard his kingdom's viability, and unwary enemies that come close will find his hand is still swift and his blows deadly hard.

Family and Connections

The King's elder sister, the Lady Belárawen, and his younger brother, Lord Dolruin, had been his close advisors from the earliest years of his reign. Both died in Cardolan during the Plague, leaving Argeleb physically and emotionally isolated as the oldest surviving royal. Since then Crown Prince Arvegil and Queen Liriel have become more politically active, trying to protect the King from the sycophants and power-seekers of the court. Beren, Argeleb's second son, and Íralindiel, his younger daughter, were both killed in tragic accidents. Minastir, Argeleb's third son, is trustworthy, but unambitious. He is stationed far from Fornost, commanding the garrison of Iach Sarn and acting as a Guardian of Siragalë and the Shire. Nírena, Argeleb's remaining daughter, is a tough and savvy court politician, rapidly increasing her influence. Her two young children, Cathrandil and Celeborn, are next in line for the throne unless and until either of Nírena's two brothers sire children of their own.

GM Note: *For more on the jate of Prince Beren, see ICE's* Minas Tirith *module, where he has taken the pseudonym Elendil and is incorrectly identified as King Arapbor's son rather than Argeleb's.*

ARGELEB II

Level: 25.
Race: Dúnadan, of the Line of Isildur.
Home: Fornost Erain, also called Norbury of the Kings or Kings' Norbury.

Argeleb in MERP

Hits: 163 Melee OB: 170 Missile OB: 175 AT: Plate(55)
MERP Profession: Warrior.
MERP Stats: Co 98, Ag 92, Ig 95, St 99, Pr 92, It 92.
MERP Skills: Art: Singing 30, Foraging 55, Influence: Diplomacy 35, Influence: Politics 65, Lore: Angmarean Geography/History 50, Lore: Arthadan History 45, Lore: Herb Lore 40, Lore: Military Architecture 60, Lore: Military Tactics 90, Lore: Weapons 70, Riding 85.
MERP Spells (150 PPs): Detection Mastery (5th), Calm Spirits (5th), Surface Ways (5th), Protections (5th).

Argeleb in Rolemaster

Hits: 163 Melee OB: 170ss Missile OB: 175cp AT: 19(55)
RM Profession: Fighter.
RM Stats: Co 98, Ag 92, SD 88, Me 92, Re 96, St 99, Qu 94, Pr 92, In 92, Em 89.
RM Skills: Racial History: Angmar 50, Region Lore: Angmar 50, Racial History: Arthadan 45, Diplomacy 35, Herb Lore 40, Foraging 55, Architecture: Military 60, Tactics 90, Administration 65, Riding 85, Singing 30, Weapons Evaluation 70.
RM Spells (150 PPs): Detection Mastery (5th), Purifications (5th), Concussion's Ways (5th), Guardian Ways (5th).
Appearance: 90.

Argeleb in LOR

LOR Profession: Warrior.
LOR Stats: Strength 5, Agility 3, Intelligence 0, Movement 0, Defense 2, Melee OB 7, Missile OB 6, General 4, Subterfuge 2, Perception 5, Magical 2, Endurance 81.
LOR Spells : Protection from Magic, Calm.
LOR Experience: 7,500.

Argeleb's Special Powers

Master of the Palantíri: Argeleb is, by blood and training, the master of the three Palantíri of the North.
Kingly Mien: When commanding his troops directly, they will rarely be forced to retreat. When Argeleb bears the heirlooms of Arnor, his troops will refuse to disengage.
MERP/RM: +20 Leadership for his troops while in battle; while he bears the heirlooms of Arnor, this bonus becomes a +40.

Argeleb's Principal Items

Leaf Pin: Made of mithril, by Elrond after an assassination attempt when Argeleb was Crown Prince, this cloak clasp causes any article of clothing to which it is pinned to become as tough as chain mail. It also adds to the wearer's Perception, gives him 100' *Nightvision,* and doubles his normal range of daylight vision.

MERP/Rolemaster: +20 Perception, 100' *Nightvision,*

LOR: +2 Defense with no other penalties, see clearly at night.

Heirlooms of the North Kingdom: (as described in Section 15.0).

- the Palantíri.
- the Sceptre of Annúminas.
- the Shards of Narsil.
- the Armor, Helm, and Shield of Elendil.
- the Ring of Barahir.

Battle-garb: While he bears the scepter and the ring whenever he holds court, Argeleb dons the other, military heirlooms only when a major battle is looming. The Ring of Barahir is occasionally tended as the seal of betrothal of the Crown Prince, to be returned to the vaults of Fornost after the wedding.

MERP: While wearing the heirlooms, Argeleb has a DB of 180.

Rolemaster: While wearing the heirlooms, Argeleb has an AT of 20 and a DB of 180.

LOR: While wearing the heirlooms, Argeleb has a Defense of 18.

Heirlooms of Arthedain: the military side of the royal inheritance includes:

- black scale and plate mail armor; it bears a circle of seven stars emblazoned on its chest plate.

MERP: +10 DB, encumbers as Rigid Leather.

Rolemaster: +10 DB, encumbers as AT 10.

LOR: +4 Defense, -I Subterfuge, -I Movement.

- the Mormeks, two matched ithilnaur (mithril alloy) "Eket" (shortswords); both have sparks flying along their lengths, one glows blue when within 50' of Orcs, the other glows gold when within 50' of Undead or Dark Priests.

MERP: +20 OB, secondary electricity crit.

Rolemaster: +20 OB, additional electricity crit of equal severity.

LOR: +3 Damage, +1 Melee OB versus Orcs or Undead/Dark Priests,

- the White-bow, a hollow steel composite bow.

MERP/Rolemaster: +25 OB, double range (triple if an extra round is taken).

LOR: +3 Missile OB.

- Ring of Seven Stars.

MERP/Rolemaster: x4 Power Point multiplier, +20 to all magic resistances.

LOR: +20 Endurance, +2 Magical.



King Argeleb II

CROWN PRINCE ARVEGIL

Neither the soldier his father is, nor the diplomat his mother wishes he were, Crown Prince Arvegil considers himself a monarch still in training. He was a bit of a rake in his youth and was hobbled socially by a savage temper. At the age of forty-four, still considered a young man in Fornost society, he now maintains, sometimes too obviously, an iron grip on his anger. A student of Dúnadan history, Arvegil is gradually accumulating knowledge in all areas he thinks might be appropriate to the rule of a country; along the way, he is methodically building up his influence with the grey-haired seers and advisors at court. Arvegil shares his father's views concerning the need for patience and perseverance in the war against the Witch-king; he defends Argeleb fiercely in council. He practices diplomacy among the Irnil of Cardolan, more as a training exercise than out of any real hope of accomplishment; the Crown Prince travels as far south as Tharbad several times a year on errands he hopes will bring some unity and common sense to the Princes—the "Lords Brigand," as he calls them—of that chaotic land.

Well over six and a half feet tall, handsome, well-spoken, and graceful, Arvegil is every inch the prince, but, as he has himself said, "not necessarily what one would want as King." Self-mocking, soft-voiced, and carefully studious of both books and men, he has been able to divine much about the current plot against the crown, in spite of his privileged, somewhat isolated status. Unusually for a noble Arthadan, he has kept mistresses in the past; he is on friendly terms with them and uses the more observant as sources, even the one he knows to be a Cardolani spy.

Crown Prince Arvegil



Friends and Connections

Arvegil gets along well with his father, whose somewhat distant manner he attributes to the overwhelming responsibility of the Kingship. He is on good terms with most of his family, but his best friends are Belavanna and Baragund, two childhood companions who currently serve as his aides and confidants(seeSection 10.I.3.).EsgakurLussiril, his old tutor and now the King's unofficial Lord of Spies, is still close to his former pupil and acts as Arvegil's chief contact among the older courtiers.

CROWN PRINCE ARVEGIL

Level: 25.
Race: Dúnadan,
Home: Fornost Erain.

Arvegil in MERP

Hits: 85 Melee OB: 95 Missile OB: 88
AT: Chain (-70)
MERP Profession: Bard.
MERP Stats: Co 89, Ag 73, Ig 93, St 94, Pr 100, It 99.
MERP Skills: Ambush 10, Arc Poetry 40, Art Singing 30, Athletic: Dance 35, Gambling: Cards 50, Influence: Mockery 60, Influence: Politics 55, Influence: Seduction 55, Lore: Chess 40, Lore: Dúnadan History 85, Lore: General Scholarship 50, Martial Arts Sweeps 60, Perception 60, Ride 50, Stalk/Hide 50.
MERP Spells (225 PPs): Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Nature's Movement (10th), Nature's Lore (to 10th level).

Arvegil in Rolemaster

Hits: 85 Melee OB: 95bs Missile OB: 88cp
AT: 16(70)
RM Profession: Scholar.
RM Stats: Co 89, Ag 73, SD 85, Me 92, Re 94, St 4, Qu 80, Pr 100, In 98, Em 99.
RM Skills: Ambush 10, Dance 35, Duping 60, Gambling: Cards 50, Martial Arts Sweeps: Rank I 60, Perception 60, Poetic Improvisation 40, Propaganda 55, Racial History: Dúnadan 85, Riding 50, Seduction 55, Singing 30, Stalk/Hide 50., Tactical Games: Chess 40, All other Lores 50.
RM Spells (225 PPs): Sound Projection (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detections (10th), Brilliance (10th), Anticipations (10th), Self Healing (10th), Cloaking (10th), Solid Manipulation (10th).
Appearance: 99.

Arvegil in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility I, Intelligence 3, Movement 0, Defense I, Melee OB 3, Missile 2, General 4, Subterfuge 3, Perception 7, Magical 6, Endurance 50.

LOR Spells: Item Analysis, Concentration, Calm, Healing.

LOR Experience: 7,500.

Arvegil's Special Powers

Palantir Mastery: Arvegil is, by blood and training, capable of using the three Palantíri of the North.

Arvegil's Principal Items

Arminist: An eket, a traditional Arnonian short sword, the Arminist is "of Slaying" against Orcs and Trolls, It glows red hot when it strikes metal.
MERP: +30 OB, secondary Heat crit on round after striking metal;.
Rolemaster: +30 OB, Heat crit of I less seventy on round after striking metal.
LOR: +5 Damage, +2 Melee OB versus Orcs and Trolls.

Bow: Dúnadan high steel.
MERP/Rolemaster: +20 OB.
LOR: +2 Damage.

Plate Armor: encumbers like chain.
MERP:+10 DB.
Rolemaster: +10 DB, AT 20 (encumbering as AT 16).
LOR: +4 Defense, -2 to Subterfuge, Movement, and Magical.

Knife: Elvish make, has healing properties.
MERP/Rolemaster: +15 OB, casts Cut Repair III on command.
LOR: +1 Damage, casts Healing on command.

Full Shield: engraved with a large rune.
MERP: +15 DB, repels up to 9 levels of Undead 3 times per day.
Rolemaster: +15 DB, casts *Repel Undead IX* 3x/day.
LOR: +3 Defense, -I Magical, repels Undead three times per day.

Ring: seven diamonds in ebony, a gift from Saruman the White.
MERP: x3 Power Point multiplier, +20 DB, +20 to magic resistances, +20 Perception.
Rolemaster: x3 Mentalism Power Point multiplier, +20 DB, +20 to magic resistances, +20 Perception, +20 Exhaustion Points.
LOR: +20 Endurance, +2 Defense, +2 Magical, +2 Perception.

LIRIEL, QUEEN OF ARTHEDAIN

A witty and cultured woman, skilled in politics, and a staunch advisor to her husband, Liriel has gained prominence at court since the depletion of the royal family in the plague. Liriel is a descendent of the youngest son of King Malvegil. While not the daughter of a wealthy lord, her lineage is good, and her intelligence has always commanded respect. Liriel is a talented musician; she plays often in public, and Argeleb sallies forth in disguise to watch her when she performs for the Commons. She is an open advocate of Argeleb's passive defense against Angmar, fearing the attrition that might come with escalated, but fruitless, fighting. Unlike her husband, the Queen does not simply wait for signs of deliverance; she seeks them out. Her household funds often go to finance searches for lost weapons and lore that might give Arthedain an advantage in its ancient struggle.

Liriel is over 6' tall, with black hair and grey eyes. Elegant in manner, if somewhat angular in frame, she carries her years well. As a high Dúnadan, she is, at seventy-five, actually in her early middle age; she remains curious, fit, and energetic, and she inspires a like energy in King Argeleb, thirty years her senior. They often walk arm-in-arm in public, giving the appearance of whispering sweet nothings, while actually sorting out politics and court gossip. To them, this is romance.

Friends and Connections

Liriel makes a point of learning the names of every member of the court and the servants. She is a member of the Hildinolë, a magicians society that counts Gandalf and Saruman as members.

LIRIEL, QUEEN OF ARTHEDAIN

Level: 18.

Race: Dúnadan.

Home: Fornost Erain,

Uriel in MERP

Hits: 88 Melee OB: 100 Missile OB: 100 AT: None (50)

MERP Profession: Bard.

MERP Stats: Co 88, Ag 99, Ig 98, St 87, Pr 99, It 85.

MERP Skills: Ambush 5, Art: Acting 40, Art: Playing Lute 80, Art: Singing 80, Foraging 40, Influence: Politics 90, Lore: History of Arnor 70, Lore: History of Magical Weapons 80, Perception 60, Ride 50, Stalk/Hide 40, Track 40.

MERP Spells (108 PPs): Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Nature's Movement (10th), Nature's Lore (to 10th level), Protections (10th), Spell Defense (10th).



Liriel, Queen Arthedain

Liriel in Rolemaster

Hits: 88 Melee OB: 100ss Thrown OB: 100ss AT: 2(50)

RM Profession: Bard.

RM Stats: Co 88, Ag 99, SD 85, Me 99, Re 98, St 87, Qu 74, Pr 99, In 85, Em 96.

RM Skills: Acting 40, Ambush 5, Foraging 40, Metal Lore; Magical Weapons 80, Perception 60, Play Instrument: Lute 80, Propaganda 90, Racial History: Arnor 70, Singing 80 Riding 50, Stalk/ Hide 40, Tracking 40.

RM Spells (108 PPs): Sound Projection (20th), Item Lore (20th), Lore (20th), Sound Control (20th), Controlling Songs (20th), Self Healing (10th), Brilliance (10th), Damage Resistance (10th), Anticipations (10th), Attack Avoidance (10th), Mind Mastery (10th), Telekinesis (10th), Mind's Door (10th), Sense Mastery (10th), Gas Manipulation (10th), Movement (10th), Shifting (10th).

Appearance: 86.

Liriel in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 1, Intelligence 3, Movement 0, Defense 0, Melee OB 3, Missile 3, General 1, Subtetfuge 2, Perception 8, Magical 6, Endurance 64.

LOR Spells: Item Analysis, Concentration, Healing, Charm Animal.

LOR Experience: 5,400.

Liriel's Principal Items

Sefthane: a 2' cane-like decorative "stick." It has an Elvish long-knife within. It can be wielded as a short sword and thrown as a dagger. It will return to its sheath 3 times per day after being thrown. The gem at the end of the sheath will ring like a bell or light up as bright as a torch when struck against a hard surface. When lit, invisible objects ate revealed.
- MERP: +2 spell adder, +20 OB (knife).
- Rolemaster: +2 Mentalism spell adder, +20 OB (knife).
- LOR: +10 Endurance, +1 Damage.

Amulet: made of silver.
- MERP: +20 DB, +20 on magic RRs, x3 multiplier, +10 to any offensive spells.
- Rolemaster: +20 DB, +20 on magic RRs, x3 Mentalism multiplier, +10 to BAR and Directed Spells.
- LOR: +2 Defense, +2 Magical, +25

Lute: Superior quality (magically enhanced). People dancing to its music have increased stamina. Allows absolute recall of any song practiced on it for an hour ,
- MERP: +20 Art Play Lute, x2 multiplier.
- Rolemaster: +20 Play Instrument: Lute, x2 Bard multiplier, +20 Exhaustion Points for any dancing to the music.
- LOR: +10 Endurance to all who can hear its music.

Ring: made of a mithril alloy.
- MERP/Rolemaster: +10 DB, +10 magic RRs, casts *Bladeturn* and *Deflections* 2x/day (wearer only).
- LOR: +1 Defense, +1 Magical, casts *Shield on* command up to 4 times per day.

Heart's Guard: two mithril alloy plates worn as part of Liriel's costume when she is performing in public. They give her back and chest the protection of plate armor.
- MERP: AT of Plate, +25 DB.
- Rolemaster: AT 17, +25 DB.
- LOR: +3 Defense.

PRINCE MINASTIR,
ARTHADAN COMMANDER OF THE SOUTH

As the third son of King Argeleb, Minastir grew up knowing that he would be unlikely to be called to rule. Therefore, he has devoted himself to a military life. He rose quickly through the ranks and is very happy in his first independent command. Iach Sarn is the only real Arthadan fortress on the Cardolan border. Minastir has terminated his predecessors' policy of remaining on the north bank of the Baranduin (and thus out of Cardolan) except during interventions ordered from Fornost; he is willing to lead his cavalry down across Sarn Ford at the merest rumor of bandits menacing the North Road. This has done a great deal to improve order in central Cardolan, but several of the local Irnil have hopes of exploiting Minastir's hastiness by political or more violent means.

Minastir is unmarried at age 34, keeps a sparse household, and prefers simple green ranger's garb when not in battle. His 6'7" height is not unusual for one of royal blood, but he also has dark skin and coarse hair. His unusual appearance caused much unfortunate and false gossip when he was a baby. Today, Minastir sports a hint of an unfashionable mustache, of which he is inordinately proud. He is a man of manners who is respected by his soldiers and fast becoming a hero to the local peasants. He holds a singular dislike for Eärnil, the Regent of Girithlin; to Minastir, he symbolizes the amorality and duplicity that plague Cardolan.

PRINCE MINASTIR,
ARTHADAN COMMANDER OF THE SOUTH

Level: 15.
Race: Dúnadan.
Home: Iach Sarn.

Minastir in MERP

Hits: 153 Melee OB: 140 Missile OB: 90
AT: Rigid Leather (75)
MERP Stats: Co 100, Ag 91, Ig 89, St 93, Pr 83, It 99.
MERP Skills: Ambush 10, Foraging 60, Gambling: Cards 45, Lore: Tactics 80, Lore: Wild Food 60, Perception 60, Ride 75, Swim 45, Stalk/Hide 60, Track 60.
MERP Spells (60 PPs): Blood Ways (10th), Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th).

Minastir in Rolemaster

Hits: 153 Melee OB: 140bs Missile OB: 90hcb
AT: 12 (75)
RM Profession: Ranger.
RM Stats: Co 100, Ag 91, SD 88, Me 87, Re 90, 93, Qu 94, Pr 83, In 99, Em 96.
RM Skills: Ambush 10, Flora Lore 60, Foraging Gambling: Cards 45, Perception 60, Riding 75, Swimming 45, Stalk/Hide 60, Tactics 80, Tracking 60.
RM Spells (60 PPs): Blood Law (10th), Nature's Guises (10th), Nature's Way (10th), Moving Ways (10th), Path Mastery (10th).
Appearance: 74.

Minastir in LOR

LOR Profession: Ranger.
LOR Stats: Strength 1, Agility 1, Intelligence 1, Movement 1, Defense 1, Melee OB 6, Missile 5, General 4, Subterfuge 2, Perception 4, Magical 1, Endurance 69.
LOR Spells: Charm Animal, Camouflage.
LOR Experience: 4,500.

Minastir's Special Powers

Palantir Mastery: Minastir is, by blood and capable of using the three Palantíri of the North. He has seldom done so, preferring less esoteric means of dealing with problems.
Heroic Presence: Minastir keeps a royal banner by him in combat; it adds +20 to the morale of his troops.

Minastir's Principal Items

Broadsword: made of mithril.
MERP/Rolemaster: +25 OB, never fumbles.
LOR: +4 Damage, +1 Melee OB.
Rigid Leather Armor: full hide.
MERP/Rolemaster: +20 DB.
LOR: +3 Defense, -1 Subterfuge, -1 Movement.



Prince Minastir

Heavy Crossbow: may be fired while mounted.
MERP/Rolemaster: +10 OB.
LOR: +1 Damage.
Ranger's Ring: made of gold.
MERP: +20 DB, +20 RRs, x2 multiplier, spell effects are doubled.
Rolemaster: +20 DB, +20 RRs, x2 channeling multiplier, spell effects are doubled.
LOR: +2 Defense, +2 Magical, all spell *effects* are doubled (double number of targets, etc.).
Full Shield: with a large rune on its face.
MERP/Rolemaster: +5 DB, casts *Brilliance* 3x/day.
LOR: +2 Defense, -1 Magical.



Princess Nírena

PRINCESS NÍRENA

The second child and first daughter born to the royal family, Nírena was not given much consequence in court politics other than as a prize of marriage. She achieved recognition, however, as a prominent scholar at an early age; her abilities earned the Princess a place on the Royal Council as a member of the Council of Seers. She is an acknowledged expert on Arnorian history and the lore of magic; she serves as Mistress of the Palace Tutors and Apprentices, giving her control over the schooling of most of the children *of* the wealthy and powerful in Fornost. Argeleb, who has a firm belief in making use of trustworthy family resources, considers his daughter's opinion on all matter of esoteric topics, most particularly on appointments to the Guardians of the Palantíri and the Conclave of Seers. Nírena is a focus of intellectual activity in Fornost; scholars and sages vie for her attention to further their ideas and careers. Nírena remains practical through it all, dealing politely with the most boring of sycophantic pedants, and keeping an ear open for backbiting and intrigue that could undermine the King's position and policies.

Just over six feet in height, Nírena demonstrates, in feminine form, the physical grandeur of the Line of Elendil the Tall, Her waist-length hair is often confined by gilt netting, a practice her nurse enforced, when, as a child, she used to twist her fingers through her curls. Of good figure and naturally graceful, she tends to overawe the smaller, better-featured women of the court; the Princess found herself grateful when the Elven Lady Ammerethiel began to visit Fornost regularly-drawing off the more fawning courtiers. The reduction in sycophants permitted Nírena to seek brighter company and to bring her two children to gatherings for social seasoning.

Family and Connections

Nírena was courted avidly by several prominent young men as she approached her majority. But the Princess fell in love with a guardsman of the Tirrim Aran—the expert fencer and amateur linguist, Valandil na Turmen. With scandal ready to break, Valandil decided that his own departure might preserve Nírena from unpleasant publicity. He left for the distant southlands, traveling through Harad and Mûmakan to the far island nation of E-Sorul Sare. After four years of little communication, Nírena embarked in search of him. Her journey remained a secret, and she was accompanied by a few friends, including Gilrána Celebren (see Section 10.1.2) and Haldacar and Barfindil Tarma, two of her suitors.

After a series of bizarre adventures that remain curiously undescribed by the Arthadan bards—there were questions, among other things, about whether a beautiful Elvish astrologer was Valandil's captor or hostess—the wandering scholar returned alone, Nírena following in close pursuit. The guardsman was knighted for books he wrote about his travels, and the lovers were free to marry, Haldacar Tarma was killed in the South, and House Tarma has never forgiven Nírena for his death. Barfindil, a widower expected to remarry, has not done so in the last ten years; if he bears any resentment for Nírena's rejection of his suit, he has buried his feelings deeply.

Nírena is well known among the wise of Arthedain, and her favor is actively courted by many who seek access to the powers of the court. Her two sons, Cathrandil and Celeborn, at nine and seven years of age, are just beginning their education and training.

Valandil, Nírena's husband, is a quiet, unimposing fellow who spends a great deal of time translating historical tomes and indexing texts on herblore. Like his nephew, Baragund (see section 10.1.3), he is easily overlooked. He chooses not to speak of the days when he was the finest young sword-hand in Arthedain and a member of King Argeleb's elite Tirrim Aran; rather, he prefers acknowledgement for the four volumes comprising his *Travels of a Stranger in Southern Endor,* which detail languages, customs, herblore, and culinary arts. Much less widely known is the fifth volume of the series, describing the appearance and methods of the three Nazgûl monarchs whose realms he visited on his journeys. It was his comparisons of these Undead tyrants with descriptions of the Witch-king that actually gained him his knighthood.

GM Note: *copies of ail Jive volumes of* Travels of a Stranger *res! on Master Elrond's shelves in Rivendell, where they will eventually serve to inspire the boy Estel, later known as "Strider" and "Aragorn."*

PRINCESS NÍRENA

Level: 18.
Race: Dúnadan.
Home: Fornost Erain.

Nírena in MERP

Hits: 90 Melee OB; 60 Missile OB: n/a
AT: None (30)
MERP Profession: Mage.
MERP Stats: Co 89, Ag 90, Ig 98, St 79, Pr 99, It 99.
MERP Skills: Base Spell OB 36, Directed Spells 135, Lore: Education 80, Lore: Eriador 90, Lore: History of Arnor 90, Influence: Politics 80, Read Runes 70, Use Items 70.
MERP Spells (144 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Essence Perceptions (10th), Fire Law (10th), Ice Law (10th), Spirit Mastery (10th), Light Law (10th), Water Law (10th), Lofty Bridge (10th), Living Change (10th).

Nírena in Rolemaster

Hits: 90 Melee OB: 60ss Missile OB: n/a
AT: 2 (30)
RM Profession: Magician.
RM Stats: Co 89, Ag 87, SD 99, Me 100, Re 96, St 79, Qu 93, Pr 99. In 94, Em 95.
RM Skills: All Directed Spells 135, Racial History:: Arnor 90, Racial History: Eriador 90, All other Lores 80, Propaganda 80, Runes 70, Attunement 70.
RM Spells (144 PPs): Fire Law (20th), Ice Law (20th), Spirit Mastery (20th), and Water Law (20th), Essence Hand (10th), Spell Wall (10th), Elemental Shields (10th), Essence's Perception (10th), Physical Enhancement (10th), Delving Ways (10th), Rune Mastery (10th), Detecting Ways (10th), Lofty Bridge (10th), Living Change (10th), Invisible Ways (10th), Dispelling Ways (10th).
Appearance: 99.

Nírena in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 1, Melee OB 3, Missile OB 0, General 2, Subterfuge 0, Perception 5, Magical 6, Endurance 83.
LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal Fire Bolt.
LOR Experience: 5,400.

Nírena's Special Powers

Palantir Mastery: She is, by blood and training, able to use the three Palantíri of the North. Nírena, does, in fact, use the Palantir of Fornost regularly, and may join the Guardians of the Palantíri when she grows weary of her other duties.

Nírena's Principal Items

Shortsword: small.
MERP: +15 OB, secondary Electricity crit.
Rolemaster: +15 OB, Electricity crit of 1 less severity.
LOR: +3 Damage, +1 Melee OB.
Robes: long and flowing.
MERP/Rolemaster: +10 DB, +10 RRs,
LOR: +1 Defense, +1 Magical.
Tiara: simple mithril.
MERP: +10 DB, x4 multiplier.
Rolemaster: +10 DB, x4 Essence multiplier.
LOR: +1 Defense, +20 Endurance.
Wand of Light: Nírena is considering membership in the Hildinolë, the magician's organization favored by her mother. Her wand will gain more powers if the Wizard Saruman joins it with a gem to form a Sefthane, but Nírena is not yet ready to commit herself to a secret society.
MERP/Rolemaster: casts 30 PPs per day from Light Law.
LOR: +30 Endurance.

10.1.2 THE GREAT HOUSES OF ARTHEDAIN

The ruling aristocracy of the kingdom of Arthedain is dominated by seven Great Houses, each of which owns considerable property and leads men-at-arms independent of royal forces. The seven Great Houses are, in order of power: Tarma, Eketta, Orro, Hyarr, Emerië, Foro, and Noirin. Each Great House sports its own two-colored banner and distinctive dress. The Lords (S. "Hirereter") of the Great Houses are permanent members of the Royal Council and use their influence with arrogance—a leading cause of the alienation of the nobles of Cardolan that led to the long-ago division of Arnor.

Most of the nobles draw their family names from areas of Númenor, from whence they fled with Elendil before the Downfall. The Tarmas, strongest in wealth and influence, rank highly in both sheer numbers and talent, contributing many family members to both the military and civilian sectors of government and to the Council of Seers and the Guardians of the Palantíri. Their chief stronghold, Tarmabar, sprawls over a hilltop south of Lake Evendim instead of being confined within the walls of a keep. The Tarmas, occupying positions of power all across Arthedain, will say that they are its defense.

The Eketta clan take their name from the short stabbing sword favored by the Dúnedain, the eket. The Ekettas came to Endor as soldiers during the Númenórean wars of conquest; one of their members traveled north to Nenuial after falling in love with a noblewoman exiled from Númenor's court for her sympathies with the Lords of Andúnië. The two lovers, and those few Ekettas who supported their wayward cousin, settled in the late Second Age on the rocky lands on the northeast shore of Lake Nenuial. Their stronghold, Bareketta, still stands a day's ride from the ruins of Annúminas. The Ekettas were not, strictly speaking, among the families of the Faithful, and this distinction has been a source of both pride and shame for them over the years. Many of Arthedain's military leaders are drawn from their family, hailed as the first into battle and the last to retreat.

The five other Great Houses—with the exception of the Tarma clan, who are also traditionally militaristic—view the Ekettas with some alarm. The other families cannot match the influence of the Ekettas or the Tarmas. They can only attempt to shore up their fading powers, frustating the machinations of the two mightier houses by counter-conspiracy. The King, of course, takes advantage of this conflict; the political balance in Arthedain is set accordingly. As noted in Section 17.4, House Tarma and House Eketta are scheming to upset this balance.

CARAMIR GLOSSARN, HIRARATAR HYARR

Reputedly the wealthiest individual in Arthedain, Caramir controls quarries all over the kingdom and beyond. He also runs ships out of Caras Celairnen all the way to Gondor, Harad, and—it is rumored—to Umbar and Ciryatandor. Caramir, a practical sort who supervises most of his businesses directly, is well known to the Commons of Arthedain and has a natural gift for speaking with them. His reputation for lively mirth—and thus his popularity—extends to the Silvan Elves of Lindon. Their Noldo and Sinda overlords, are repelled by Caramir's mercantile interests.

Caramir's first wife died at sea two decades ago, and he has since married the Lady Ammerethiel, a Silvan Elf with an affinity for mortals. Theirs is a practical relationship; they have made legal arrangements for Ammerethiel to turn over the Hyarr lands to Caramir's Dúnadan heirs after his death and then return to Lindon without any regrets or conflicts. In the meanwhile, Ammerethiel brings cheer to the drab Arthadan courts and gains a devoted and interesting companion for a goodly number of years.

Over six feet in height, Caramir is an impressive figure of a man, just entering middle age, but still possessing a bit of the undignified energy of his wild youth. Neither the greatest warrior nor the finest intellect among the Lords of Arthedain, Caramir has a well-tuned sense of reality and compromise. He counsels his neighbor, Haldan Orro, who lost a wife in recent years, and is cooperating with Narathiel Noirin in her attempt to forestall the power-grab by the Houses Tarma and Eketta.

Family and Connections

Caramir's connections spread far and wide. His uncle, Malvegil, a Requain Hail, serves in the Dagarim Aran; he monitors untrustworthy members of the military. Caramir's great-uncle, Edhelion, was chosen for the Council of Seers, and a great-aunt is a Guardian of the Palantíri. Caramir's sons and grandsons by his first wife are in Arthadan government and society; a few tend businesses in Cardolan. One grandson, Barahir, is imprisoned in Sudúri, the capital of Saralainn, for obscure reasons; Caramir wants to "break him out" before the civil war in the area worsens.



Arthadan Commons returning home with gleanings from the fields of House Hyarr

Caramir and Ammerethiel intend to rear no children together, although the Lady has jested that an Elven half-brother might disconcert the Hiraratar's grown offspring. Upon hearing this witticism, Tembrith na Lostaelin, a distant cousin, investigated the. Lady's background; he discovered that Ammerethiel has married other Arthadan lords during the past dozen centuries, always under similar circumstances. Tembrith brought his information to Caramir, but the Hiraratar told his relative that he would suffer for any trouble he caused Ammerethiel, Tembrith, an unpleasant fellow, is making cautious plans to sell Ammerethiel to Angmar for the vast knowledge he thinks she has concerning Arthadan fortifications.



Carami

CARAMIR GLOSSARN, HIRARATAR HYARR

Level: 17.

Race: Dúnadan.

Home: Minas Hyarr (S. "South Tower"), in the hills southwest of Nenuial.

Caramir in MERP

Hits: 170 Melee OB: 160 Missile OB: 160 AT: Plate(35)

MERP Profession: Warrior.

MERP Stats: Co 99, Ag 98, Ig 94, St 99, Pr 93, It 89.

MERP Skills: Polearms 145, Influence: Business 85, Influence: Politics 70, Lore: Navigation/ Shiphandling 60, Martial Arts: Novice 70.

MERP Spells (51 PPs): Physical Enhancement (5th), Illusions (5th), Essence Perceptions (5th), Spirit Mastery (5th), Unbarring Ways (5th).

Caramir in Rolemaster

Hits: 170 Melee OB: 160bs Missile OB: 160cp AT: 19(35)

RM Profession: Fighter.

RM Stats: Co 99, Ag 99, SD 80, Me 96, Re 93, St 99, Qu 97, Pr 93, In 89, Em 71.

RM Skills: Boat Pilot 60, Brawling 70, Martial Arts: Strikes I 145, Navigation 60, Propoganda 70, Trading Lore 85.

RM Spells (51 PPs): Physical Enhancement (5th), Rune Mastery (5th), Delving Ways (5th), Essence's Perception (5th), Lesser Illusions (5th).

Appearance: 96.

Caramir in LOR

LOR Profession; Warrior.

LOR Stats: Strength 4, Agility 2, Intelligence 0, Movement 0, Defense I, Melee OB 6, Missile 5, General 2, Subterfuge 2, Perception 3, Magical I, Endurance 87.

LOR Spells: Luck, Strength.

LOR Experience: 5,100.

Caramir's Principal Items

Protector: broadsword.
MERP/Rolemaster: +20 OB, an additional +20 on any parry.
LOR: +2 Damage, +2 Defense.

Lord's Ring: mithril.
MERP: x3 multiplier.
Rolemaster; x3 Essence multiplier.
LOR: +15 Endurance.

Plate Mail Armor: encumbers as Rigid Leather.
MERP: +5 DB.
Rolemaster: +5 DB, encumbers as AT 10.
LOR: +4 Defense, -I Subterfuge, -I Movement.

Shield: oval.
MERP/Rolemaster: +15 DB.
LOR: +2 Defense, -I Magical.

Eket: short sword.
MERP/Rolemaster: +10 OB.
LOR: +2 Damage.

Composite Bow: finely crafted.
MERP/Rolemaster. +10 OB.
LOR: +1 Damage.

Tunic: bears a ring of seven red stars on a pale blue background, along with a dark red ship.

DURALDAR LILTÁRO, HIRARATAR FORO

Duraldar inherited his high position after the death of his grandfather in the Great Plague of T.A. 1637; the Hiraratar Foro was the highest ranking victim in Arthedain outside the royal family. Prior to Aurgondil's demise, his grandson was an explorer of note and a collector of curiosities. Duraldar has seen both the sands of Far Harad and the waves of the Bay of Forochel; he offers a reward for anyone who can bring him the horn of a demon-whale.

A deadly, if unorthodox, swordsman, he dislikes war and policies; his wife and grandson, both of whom spend time at Fornost, inform him of court gossip. He holds a skewed view of events in the capital, since gossip and reality are never the same thing. Duraldar accepts King Argeleb's military policies grudgingly, trusting the will of the King to be weak enough that some minor crisis will bring a change.

Tall and lean, tending towards a fit, if weathered, middle age, Duraldar is the least formal of the Great Lords; his informality and distracted, cynical demeanor make him unpopular with the nobility. However, the Lord Foro's hooded eyes have seen much of the world in the last eighty years; fools and knaves go near him at their peril; although he has a tolerance for personal corruption, those who threaten his family or his people find him as patriotic as any stiff-necked royal knight and not nearly as gullible.

Family and Connections

Pirlothiel, Duraldar's wife, manages the interests of House Foro in Fornost; she is an astute, if somewhat shallow, court politician. Three of their sons oversee mercantile ventures for the family, while four nephews serve in the Royal Army, continuing the Foro tradition of service to the crown. Aldarion, Duraldar's grandson, is a Herald of the Court at age fourteen and a snoop after his grandmother's heart. He talks a bit too freely, however, and two scions of House Tarma present at the court arranged for thugs to "accidentally" take fists to the lad; if he sniffs out anything more dangerous about the plans of the Tarmas and Ekettas, he may find himself "accidentally" maimed or killed.

Duraldar Liltaro, Hiraratar Foro

Level: 21.
Race: Dúnadan.
Home: Terenorn Forod (Q. "Slender-reed of the North"), in north central Arthedain.

Duraldar in MERP

Hits: 175 Melee OB: 180 Missile OB: 170 AT: Piate(65)
MERP Profession: Warrior.
MERP Stats Co 94, Ag 95, Ig 99, St 86, Pr 100, It 99.
MERP Skills; Ambush 15, Climb 50, Lore: 60, Polearm 150, Ride 70, Stalk/Hide 70, Track
MERP Spells (181 PPs): Physical Enhancement Essence Hand (5th), Illusions (5th) Unbarring (5th), Spell Ways (5th), Essence's Ways (5th), Mastery (5th), Essence Perceptions (5TH).

Duraldar in Rolemaster

Hits: 175 Melee OB: 180bs Missile OB: 170cp AT: 19(65)
RM Profession: Fighter.
RM Stats: Co 94, Ag 93, SD 56, Me 78, Re 100, St 86, Qu 100, Pr 77, In 99, Em 88.
RM Skills: Ambush 15, Climbing 50, Marrial Arts: Strikes I 150, Region Lore 60, Riding 70, Stalk/Hide 70, Tracking 50.
RM Spells (181 PPs): Brilliance (5th), Illusions (5th), Detections (5th), Spell Resistance (5th), Damage Resistance (5th), Delving (5th), Anticipations (5th), Attack Avoidance (5th).
Appearance: 89.

Duraldar in LOR

LOR Profession: Warrior.
LOR Stats: Strength 3, Agility 2, Intelligence 1, Movement 0, Defense 1, Melee OB 7, Missile OB 6, General 2, Subterfuge 3, Perception 5, Magical 2.
LOR Spells: Speed, Luck, Concentration, Sustenance.
LOR Experience: 6,300.

Duraldar's Special Powers

Weather-hardened: Gets +20 on RRs versus spells that have effects similar to weather. Also gams +20 on RRs versus blinding light spells (and similar types of spell attacks).

Duraldar's Principal Items

Icesword: a thin blade of white laen. An Elvish longsword from the lands beyond the Bay of Forochel, the weapon does additional cold damage when it hits. Protects its wielder from all cold conditions and attacks. Considered a "Holy" weapon against fire-using creatures. The Elves of Lindon have made inquiries of Duraldar concerning how he came to possess this weapon, but he has so far rebuffed them.
MERP: +20 OB, secondary cold crit, roll Holy crits on table CT-10.
Rolemaster: +20 OB, cold crit of equal value.
LOR; +2 Damage, +1 Melee OB, +1 Magical (defensive only against cold attacks).

Foro Lord's Ring: mithril.
MERP: x3 multiplier.
Rolemaster: x3 Mentalism multiplier.
LOR: +15 Endurance.

Boots: enchanted.
MERP/Rolemasten casts 20 PPs/day from Lofty Movements (not *Levitation*/*Fly* spells).

Cloak: enchanted.
MERP/Rolemaster: +20 DB, *Shadows* 4x/wk.
LOR: +2 Defense, casts Camouflage 4x/week.

Bow: arrows shot are not affected by wind.
MERP/Rolemaster: +15 OB, half range pen.
LOR: +2 Damage, +1 Missile OB.

Half-plate Armor: encumbers as Rigid Leather.
MERP: +5 DB.
Rolemaster: +5 DB, encumbers as AT 10.
LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Eket: short sword.
MERP/Rolemaster: +10 OB.
LOR: +2 Damage.

Tunic: bears seven white stars in the form of the constellation called Tulkas (the Hunter) on a black background with silver auroral highlights.

NARATHIEL BETHGOND, HIRARATAR NOIRIN

A tough and wily politician, the Lady of Dol Noirin is the most powerful woman in Arthedain, excepting possibly Queen Liriel. Finralin Tarma alone is senior to her amongst the lords of the Great Houses, and she regards thwarting his maneuvers as one of the chief pleasures of her old age. In her youth, Narathiel was a fiery and independent maid; she was courted by Finralin, and then by Crown Prince Argeleb. In the end, she married Prince Galtáradil of Gondor, a younger son of King Hyarmendacil II, who gave her three children and died of complications due to his many vices. Rather than remain a widow on the periphery of the court in Osgiliath, Narathiel returned to Arthedain. Her older son came with her, only to perish of an "infusion of the lungs" in the cold, damp climate. When her father passed away a year later, Narathiel took firm control of the family lands and held them against all comers, including a fresh gaggle of suitors and an invasion of Gondorian lawyers representing her other children. She has been Hiraratar of House Noirin for fifty years and has lost neither her deft political skills nor her aggressive, overbearing personality.

Grey-haired and thinner then is usual amongst the Dúnedain, Narathiel is still vigorous enough to go riding daily with the younger folk of her retinue. Besides the swarms of visiting great-grandchildren and occasional scholars from Fornost, she is always in the company of Gilrána Celebren, the captain of her personal guard. Once one of the few female warriors of the Tirrim Aran in this century, Gilrána befriended Narathiel during a particularly exhausting political crisis in Fornost and in the midst of it saved her from an assassin's blade. She returned to Dol Noirin with Narathiel, and the two have been virtually inseparable since that time.

Family and Connections

The position of Canotar, or Commander, of the Dagarim Noirin is held by Narathiel's heir and eldest grandson, Erhuan, a somewhat dull fellow who spends most of his days on the northern frontier hunting Orcs. He disdains family and national politics; nor does he attend either his grandmother's or the royal court. However, his sense of duty is strong; if a crisis strikes House Noirin or endangers the kingdom, he shows a will of iron coupled with terrifying energy. Others of the Noirin family hold administrative positions under the crown and lesser ranks in the army. Two march in the Royal Guard; they monitor the monarch's policy and court intrigue for Narathiel. Narathiel's granddaughter, Mirien, is lady-in-waiting to Queen Liriel, and she passes discrete messages between the two women.

NARATHIEL BETHGOND, HIRARATAR NOIRIN

Level: 26.
Race: Dúnadan.
Home: Dol Noirin, in western Arthedain.

Narathiel in MERP

Hits: 90 Melee OB: 110 Thrown OB: 80
AT: None(25)
MERP Profession: Bard.
MERP Stats: Co 77, Ag 55, Ig 99, St 54, Pr 100, It 100.
MERP Skills: Ambush 11(+3), Art: Play Stringed Instruments 50, Art: Poetry and Aphorisms 70, Art: Singing 40, Influence: Courtly Manners 60, Influence: Politics 90, Lore: Gondorian Affairs 50, Lore: History of Arthedain 50, Lore: History of Music 60.
MERP Spells (234 PPs): Illusions (10th), Essence Hand (10th), Essence's Ways (10th), Physical Enhancement (10th), Essence Perceptions (10th), Controlling Songs (10th), Lores (10th), Sound Control (10th).

Narathiel in Rolemaster

Hits: 90 Melee OB: 110da Missile OB: 80 ro
AT: 2 (25)
RM Profession: Bard.
RM Stats: Co 77, Ag 55, SD 96, Me 97, Re 99, St 54, Qu 60, Pr 100, In 100, Em 98.
RM Skills: Ambush 11 (+3), Diplomacy 60, Music 60, Play Instrument: Mandolin 50, Poetic Improvisation 70, Propaganda 90, Racial History: Arthedain 50, Racial History: Gondor 50, Singing 40.
RM Spells: Attack Avoidance (10th), Brilliance (10th), Detections (10th), Self Healing (10th), Illusions (10th), Controlling Songs (20th), Lores (20th), Sound Projection (20th).
Appearance: 90.

Narathiel in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 2, Intelligence 2, Movement 1, Defense 1, Melee OB 2, Missile 2, General 5, Subterfuge 7, Perception 6, Magical 5.
LOR Spells: Luck, Protection from Magic, Item Analysis, Concentration**, Balance, Speed, Shield,** Camouflage.
LOR Experience: 7,800.

Narathiel's Principal Items

Ring of Health: helps keep her body rhythms at a normal pace, controlling, among other things, an erratic heartbeat. Gilrána rode on a quest to the far away Kingdom of Urd, more than three thousand miles into the distant east, to get this ring for Narathiel.

MERP/Rolemaster: +10 DB, +20 on RRs versus Fear and mind attacking spells, +30 on RRs versus poison.

LOR: +1 Defense, +2 Magical, helps resist poisons.

Noirin Lord's Ring.

MERP: x3 spell multiplier.

Rolemaster: x3 Mentalism multiplier.

LOR: +15 Endurance.

Stones of Leldiran: ten of these agates are in her coin purse. If she throws them, missiles do minimal damage at best, but each stores an electrical charge that will also attack the target. Most also have a secondary area spell affect, such as *Fireball* or *Sleep X*, with a 10' radius.

MERP: Attacks as a thrown item with half damage and "Tiny" crits; if any damage is delivered, also delivers an additional +100 *Lightning Bolt* attack (at range 0') and a random secondary spell effect *(Fireball, Sleep X,* etc.).

Rolemaster. Base attack delivers Tiny criticals; however, electrical attack is +100 *Lightning Bolt* (at range 0') and a random secondary spell affect *(Fireball, Sleep X,* etc.).

LOR: When stone hits a target, roll the dice and add 10; this is the amount of damage the target takes. In addition, all within 10' of the target are hit with a *Sleep* spell.

Dagger: short-bladed.

MERP: +15 OB, secondary slash critical, +3 to Ambush.

Rolemaster: +15 OB, delivers an additional Slash critical of one less severity, +3 Ambush skill.

LOR: +2 Damage, +2 Melee OB.



Narathiel

Robes: with silk lining.

criticals by two levels.

LOR: +3 Defense.

Mandolin: produces high quality music; can extend music or voice to double normal range.

MERP/Rolemaster: +10 Play Instrument: Mandolin.

LOR: Casts *Charm Animal* twice a day; will sometimes affect people (if they are not highly emotional at the time).

Noirin Emblem: Narathiel no longer rides with her soldiers, although she could at need. Her troops bear the Noirin emblem—a ring of seven silver-white stars on a black chalice, against a light brown background.

FINRAUN, HIRARATAR TARMA

Eldest of the lords of Arthedain, Finralin remains fit in mind while suffering bodily decline. In his youth, a century and a half ago, he was friend and traveling companion to rhe then Crown Prince Argeleb; Narathiel of Noirin and Hallas of Dol Tinarë also enjoyed his fellowship. The turmoil and loss of long years of military and political conflict has taken its toll on those friendships and left him bitter. His final break with King Argeleb came in T.A. 1601, when the privileges he'd been cultivating in Siragalë—the vast Elvish province south of the Tarma lands—were compromised, if not totally negated, by the royal grant of settlement to the Fallohide Hobbits.

The situation in Finralin's sphere of influence in Siragalë—called by him "Tarmaladen," and by the Hobbits the "Northwalk" or "Northfarthing"—has deteriorated over the last four decades. Hobbits who defy Tarma officers routinely hide in their relatives' holes ("smials") or simply flee southward, where Prince Minastir and his royal constables at Sarn Ford just as routinely ignore their presence and thus protect them from Tarma justice. The indignity experienced by the Hiraratar's proud Rhivilyr in trying to dig up burrowing creatures to get them to pay taxes is matched by the knowledge that the whole horde of Hobbits speaks of a mighty lord of the Dúnedain as the "Old Boy" or "Boss Hilltop."

Recently, however, Finralin's anger has been directed at King Argeleb himself. His passive policies on the Angmarean frontier have led to nothing but a slow decline in Arthedain's military fortunes. Finralin's great-grandson, Marl Tarma, has risen to sudden fame as Captain of the Royal Rangers by taking aggressive action against the Orcs troubling the borders. Finralin's nephew, Ercar (acting as Finralin's personal representative in Gondor), is convinced that factions in the South Kingdom would favor sending men and support north, if they believed the Arthedain had the stomach for an all-out effort against the Witch-king. Finralin might have bought that support had he been able to develop Tarmaladen and draw upon its resources; instead, he has been pulled, over the last decade, onto a riskier course: a conspiracy to depose Argeleb and replace him with Marl Tarma. The plotting, the subtle subversion and sounding out of prospective allies, come naturally to a politician as experienced as Finralin. The moral judgments he will leave to history, and history will think highly of him if he can save the Dúnedain and possibly even reunite the kingdom of Arnor.



Finralin

A powerful and handsome man in his youth, Finralin is still imposing even as his hair whitens and thins and his body weakens. He goes to great lengths to avoid showing his age in public, arranging his schedule to allow rest and drink between strenuous events. In conversation, Finralin is polite, even kindly; on matters of law and the rights of his family, he can be arbitrary and harsh. Politics he treats as a blood sport, and men can tell when he is thinking on it by the glint in his eye and the clenching of his fist as he contemplates the ruin of a hapless foe.

Family and Connections

House Tarma boasts connections at all levels of the Arthadan military and civil services. Finralin's daughter, Ferenariel, sits on the King's Council in her father's place. Another daughter is one of the Guardians of the Palantíri, and a nephew serves on the Cordagar of the Dagarim Aran. Finralin's surviving grandson and heir, Barfindil, is Canotar of the Dagarim Tarma, and Barfindil's late wife was granddaughter to King Araphor. This makes Marl Tarma, their only son, fifth in line to the throne of Arthedain.

FINRALIN, HIRARATAR TARMA

Level: 24.
Race: Dúnadan.
Home: Tarmabar, in southwestern Arthedain.

Finralin in MERP

Hits: 94 Melee OB: 135 Missile OB: 120
AT: Plate(45)
MERP Profession: Warrior.
MERP Stats: Co 43 , Ag 51, Ig 98, St 76, Pr 99, It 99.
MERP Skills: Craft: Alchemy 50, Influence: Politics 88, Lore: Herbs 40, Lore: History of House Tarma 70, Lore: Strategy 50.
MERP Spells (144 PPs): Physical Enhancement (5th), Essence Hand (5th), Illusions (5th), Unbarring Ways (5th), Spell Ways (5th), Essence Ways (to 5th level), Spirit Mastery (5th), Essence Perception (5th).

Finralin in Rolemaster

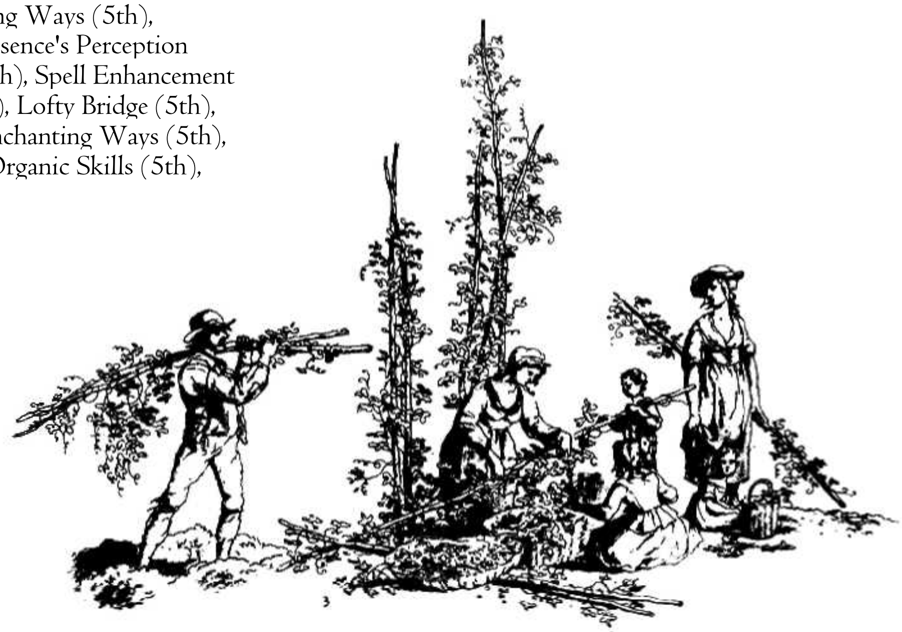
Hits: 94 Melee OB: 135ss Missile OB: 120cp
AT: 19(45)
RM Profession: Fighter.
RM Stats: Co 43, Ag 51, SD 95, Me 65, Re 99, St 76, Qu 55, Pr 98, In 99, Em 66.
RM Skills: Alchemy 50, Herb Lore 40, Racial History: House Tarma 70, Propaganda 88, Tactics 50.
RM Spells (144 PPs): Delving Ways (5th), Unbarring Ways (5th), Essence's Perception (5th), Detecting Ways (5th), Spell Enhancement (5th), Spirit Mastery (5th), Lofty Bridge (5th), Dispelling Ways (5th), Enchanting Ways (5th), Liquid-Gas Skills (5th), Organic Skills (5th), Essence Imbedding (5th).
Appearance: 89.

Finralin in LOR

LOR Profession: Warrior.
LOR Stats: Strength 2, Agility 1, Intelligence 2, Movement 1, Defense 1, Melee OB 5, Missile 5, General 3, Subterfuge 2, Perception 6, Magical 6, Endurance 106.
LOR Spells: Luck, Item Analysis, Concentration, Clairvoyance, Protection from Magic, Calm, Charm Animal, Fire Bolt.
LOR Experience: 7,200.

Finralin's Principal Items

Shortsword: burns with flame and does an extra heat critical.
MERP: +15 OB, secondary heat crit.
Rolemaster: +15 OB, extra heat crit of equal severity.
LOR: +3 Damage, +1 Melee OB.
Tarma Lord's Ring.
MERP: x 3 spell multiplier.
Rolemaster: x3 Essence multiplier.
LOR: +15 Endurance.
Amulet: has a compartment for herbs; its magic extends the benefit of the herb, typically one to relieve pain or exhaustion, by a factor often.
Half-plate Armor: encumbers as Rigid Leather.
MERP +10 DB.
Rolemaster: +10 DB, encumbering at AT 10.
LOR: +4 Defense, -1 Subterfuge, -1 Movement.
Oval Shield.
MERP/Rolemaster: +10 DB.
LOR: +2 Defense, -1 Magical.
Daggers of Poison Detection.
Tarma Emblem: Finralin does not carry a lance to war any more, and his grandson Barfindil leads the Tarma host. The family emblem is a ring of seven gold stars on a silver-grey background.



Arthadan Commons picking wild hops from the hedges of House Tarma lands

HALDAN, HIRARATAR ORRO

Haldan has been drinking himself to death for the last ten years—ever since the death of his wife. Never a great leader, he hasn't yet noticed the slow decline in his reputation. The best that can be said of him is that he wishes no one ill and ensures that law and order are maintained even when on one of his month-long binges. His neighbor and friend, Caramir Hyart, tries to shake him out his depression by devising useful schemes and projects to occupy Haldan's morose moments. The latest, involving a rumor of conspiracy against the throne itself, is concentrating his mind rather splendidly.

A great bull of a man, well into his second century, Haldan keeps his grey hair covered and his swelling gut shrouded. He displays a distracted, irritable manner in council, barely tempered by his proper Arthadan manners.

House Orro contributes leaders to the Feryth Aran (Royal Rangers) and the Dagarim Aran—among them, all three of Haldan's sons. Haldan's younger brother serves on the King's Cordagar, and one of his daughters is a leading member of the Sisters of Nienna, dedicated to succoring and healing those afflicted by the wars in Arthedain and Cardolan. Four of Haldan's grandsons run the fief for him, and the two who are not fools seem to make up for the two who are. Haldan's nephew Belathir was the unofficial Arthadan legate to Gondor in the 1630's. When Pelargir was attacked in T.A. 1634, King Minardil ofGondor was slain and Belathir was captured. He hasremained in an Umbarean prison ever since, his ransom setfar too high. The Corsairs, Haldan has learned, believe their captive to be a disguised scion of the Royal House of Arthedain, possibly even the missing son of King Argeleb. Official contacts have been tied up for the last two years; Haldan is seeking a skilled and cynical diplomat to go to Umbar (Lord Hyarr will provide transportation)—carrying evidence, both legitimate and forged—to prove Belathir's identity and by either persuasion, bribery, or treachery, get him out.



Haldan

HALDAN, HIRARATAR ORRO

Level: 16.
Race: Dúnadan.
Home: Barad Caran.

Haldan in MERP

Hits: 140 Two-Handed OB: 170 Missile OB: 150 AT: Plate(15)
MERP Profession: Warrior.
MERP Stats: Co 69, Ag 91, Ig 89, St 100, Pr 90, It 77.
MERP Skills: Foraging 65, Influence: Politics 60, Lore: Politics 50, Polearm 150.
MERP Spells (54 PPs; hasn't used them in years): Illusions (10th), Essence Hand (10th).

Haldan in Rolemaster

Hits: 140 Melee OB: 170ts Missile OB: 150cp AT: 19(15)
RM Profession: Fighter.
RM Stats; Co 69, Ag 91, SD 40, Me 69, Re 90, St 100, Qu 56, Pr 78, In 77, Em 88.
RM Skills: Diplomacy 50, Foraging 65, 60.
RM Spells (54 PPs; hasn't used them in years): Illusions (5th), Attack Avoidance (5th).
Appearance: 88.

Haldan in LOR

LOR Profession: Warrior.
LOR Stats: Strength 3, Agility 1, Intelligence 1, Movement 0, Defense 2, Melee OB 5, Missile 5, General 2, Subterfuge 2, Perception 3, Magical 1, Endurance 91.
LOR Spells (hasn't used them in years): Shield, **Luck.**
LOR Experience: 4.800.

Haldan's Special Powers

Death Visions: He has random visions of future death, with a 10% chance per instance of an unusually dramatic death in his immediate area.

Haldan's Principal Items

"Splitter": two-handed sword, which radiates a bright light that causes *Fear* in Orcs.
MERP/Rolemaster: +20 OB, +15 DB (against opponents with sight), never fumbles.
LOR: +3 Damage, +1 Melee OB (against Orcs), +2 Defense if facing a foe with eyes.

Orro Lord's Ring.
MERP: x3 multiplier, +20 Ride.
Rolemaster: x3 Essence multiplier, +20 Riding.
LOR: +15 Endurance, wearer is rarely thrown from any riding beast.

Half-plate Armor: encumbers as Rigid Leather.
MERP: +5 DB.
Rolemaster: +5 DB, encumbers as AT 10.
LOR: +4 Defense, -1 Subterfuge, -1 Movement.

Oval Shield.
MERP/Rolemaster: +15 DB.
LOR: +3 Defense, -1 Magical.

Anket and Eket.
MERP/Rolemaster: +10 OB.
LOR: +2 Damage.

Orro Emblem: The Lord's colors have a ring of seven pale green stars above a pale blue crescent moon against a grey background.



Methilir

METHILIR, HIRARATAR EKETTA

Young and rash, Methilir is an interesting counterpoint to Finralin Tarma, his partner in conspiracy against the throne of Arthedain. Both scholar and weaponmaster, he consorted with the seers and mystics in Fornost while building a fine reputation fighting on the frontier. His keep, Bareketta, receives a year-round stream of guests, and his wife, Lúthien, is a welcome presence at festivals and tournaments throughout Arthedain.

Methilir's grandfather chose the time of his own death twenty years ago, despairing over the continuing failure of his schemes to drive back the Orcs of Angmar from the eastern frontier. Methilir's father and two uncles had already died in those wars, and the Hiraratar Eketta is now convinced that success is impossible as long as Argeleb sits on the throne. His divinations and common sense tell Methilir he will not be King, but he does see himself as a warlord, in charge of all the armies of the kingdom.

Almost seven feet tall, handsome and athletic, fair-skinned and more fair-haired than is usual for one of his blood. Methilir is the image of a great lord of the Dúnedain. He cultivates the part with gracious and droll conversation as host and a pleasant, unruffled demeanor tinder even the most harrowing conditions. His only obvious character flaw is intense competitiveness; he plays to win in any sport or game; when bested, he must often visibly control his anger.

Family and Connections

Ekettas roost throughout all branches of the Arthadan military host, and not a few have achieved recognition as elite armorers. One captain of the Feryth Aran is an Eketta scion, as is the senior Roquen of the War Circle of the Dagarim Aran. Both despise King Argeleb and will side with Methilir in any dispute with the crown, Halmir, Methilir's surviving uncle, is the commander of the Tirrim Aran and reputably the finest swordsman in Arnor; no one knows who he would back if Methilir's more ambitious schemes come to fruition, and no one has yet found the nerve to ask him.

METHILIR, HIRARATAR EKETTA

Level: 22.
Race: Dúnadan.
Home: Bareketta, on the eastern shore of Lake Evendim,

Methilir in MERP

Hits: 166 Melee OB: 170 Missile OB: 150 AT: Plate(80)
MERP Profession: Warrior.
MERP Stats: Co 98, Ag 101, Ig 88, St 99, Pr It 83.

MERP Skills: Ambush 16, Base Spell OB 11, Craft: Alchemy 40, Directed Spells 40, Influence: Politics 65, Influence: Seduction 50, Lore: Mysticism and Prophesy 50, Martial Arts: Standard Strikes 75, Polearm 165, Read Runes 35, Ride 80, Stalk/Hide 50, Track 50, Use Items 35.

Methilir in Rolemaster

Hits: 166 Melee OB: 170ss Missile OB: 150cp AT: 19(80)

RM Profession: Rogue (with Seer powers).

RM Stats: Co 98, Ag 99, SD 97, Me 90, Re 86, St 99, Qu 101, Pr 101, In 83, Em 76.

RM Skills: Alchemy 40, Ambush 16, Attunement 35, Martial Arts: Strike II 75, Philosophy/ Religion: Mysticism and Prophesy 50, Propaganda 65, Riding 80, Runes 35, Seduction 50, Spell Mastery 40, Stalk/Hide 50, Tracking 50, Weapon: Mounted Lance 165,

Appearance: 97.

Methilir in LOR

LOR Profession: Ranger.

LOR Stats: Strength 1, Agility 1, Intelligence 1, Movement 2, Defense 2, Melee OB 5, Missile 3, General 3, Subterfuge 4, Perception 6, Magical 2, Endurance 91.

LOR Experience: 6,600.

Methilir's Special Powers

Magically Gifted: Because of his natural gifts and intense study, he knows some spells.

MERP: the predictive spells of the Direct Channeling list as an Essence list, as well as Essence's Ways, both to 10th level. (19 PPs).

RM: Seer base lists Past Visions, Mind Visions, and Future Visions, as well as open Mentalist Anticipations, all to 10th level. (19 PPs) .

LOR: Clairvoyance, Concentration, Luck.

Methilir's Principal Items

Spiritfire: a Holy eket, it has flames running along its length, and burns evil creatures. It also burns the hand slightly, right through a gauntlet, whenever it is wielded in combat. It burns a permanent scar into anyone of treacherous or deceitful nature. Methilir does not know this, and does not consider himself treacherous. He and three of the last four wielders of the weapon have manifested the scarred hand proudly, and he will be quite surprised if his plans for a coup succeed: the sword will burn his hand off.

MERP: +25 OB, double concussion damage, secondary heat crit (on evil creatures only).

Rolemaster: +25 OB. double concussion damage, heat crit of equal severity (on evil creatures only).

LOR: +6 Damage, +2 Melee OB against evil creatures.

Target Shield: very small, known to deflect missile attacks away entirely.

MERP/Rolemaster: +20 DB, *Deflections III* 4x/ day.

LOR: +3 Defense, +3 Magical.

Eketta Lord's Ring.

MERP: x3 multiplier, allows the wearer to cast spells from Spell Ways without having to "learn" the list (normal PP expenditure).

Rolemaster: x3 Essence multiplier, allows the caster to use the Alchemist spell lists Essence Embedding and Mentalism-Channeling Embedding without formally learning or chanting the spells; the wearer uses his own spell points to power the magic.

LOR: +15 Endurance, wearer can put any spell he knows into an item (will only stay in the item for 1 day); normal endurance must be spent when putting the spell into the item, spell can automatically be recalled by the caster; others must roll and add their Magical: results over 10 will activate the spell.

Leather Cap: appears to be and protects as metal.

MERP: +10 DB, +2 spell adder.

Rolemaster. +10 DB, +2 Mentalism adder.

LOR: +1 Defense, +10 Endurance.

Half-plate Armor: encumbers as rigid leather.

MERP: +5 DB.

Rolemaster: +5 DB, encumbering as AT 10.

LOR: +4 Defense, -1 Movement, -1 Subterfuge.

Anket: broadsword.

MERP/Rolemaster: +10 OB.

LOR: +2 Damage.

Bow: may shoot every round without fumble (or penalty).

MERP/Rolemaster: +10 OB.

LOR: +1 Damage, +1 Missile OB.

Ardacer (mithril alloy) Tipped Lance: Methilir initiate mounted combat with his lance against those of lower social rank.

MERP/Rolemaster: +10 OB.

LOR: +2 Damage, +1 Melee OB,

Eketta Emblem: Methilir's tunic bears *a* ring of seven red stars on a white background.



Telcrist

TELCRIST, HIRARATAR EMERIË

A former captain of the Feryth Aran, the royal company of rangers, Telcrist would willingly have made a career there had his father Anarion not wasted much of the family's reserve of gold in bad business deals. Telcrist's elder brother committed suicide when he unearthed the truth, but the remainder of the family gathered to depose Anárion, counting on Telcrist's fame and reputation for integrity to salvage House Emerië. Since then, hard work by his grandmother and several cousins has stabilized the family's finances, while Telcrist provided a dignified front. Telcnst's political impact has been lessened by the problems of his House, but he is now becoming more active in council. The Hiraratar is pressing King Argeleb for a more active raiding policy even as the other lords are giving up on him. Somewhat naive, Telcrist is bright enough to learn the ways of politics and the court. Marl Tarma, an old friend from the rangers, is not sure if Telcrist could be safely approached and asked to join the Tarma-Eketta conspiracy.

Big, rugged, dark haired, and full-faced, Telcrist is imposing in spite of his somewhat awkward manners. Few would guess that this largish, close-mouthed fellow had slain an Olog single-handed and stood in the streets of Carn Dûm while the Witch-king himself rode through on parade. Instinctively self-mocking, Telcrist favors drab garb at inappropriate times, misses his cues at court ceremonies, and is troubled by the way these habits cause women to try to mother him.

Family and Connections

Telcrist wedded his wife Miraldawen for financial reasons, and the marriage has not fared well. She writes long letters to her sisters concerning family and political matters—the missives are all carefully copied by the Angmarean spy who serves as her private footman. Telcrist's grandmother, Carriniel, is trying to pull the couple together and is seriously considering love potions. Two uncles and several cousins in the government in Fornost secure most of the family influence. Telcrist also has many friends in the Royal Rangers, and they act as a second network that he uses to good effect.

TELCRIST, HIRARATAR EMERIE

Level: 21.
Race: Dúnadan.
Home: Coron Balgrist, in the Emyn Uial.

Telcrist in MERP

Hits: 140 Melee OB: 145 Missile OB: 145 AT: Plate(70) or Soft Leather(90)
MERP Profession: Ranger.
MERP Stats: Co 99. Ag 98. Ig 93. St 96. Pr 99, It 99.
MERP Skills: Ambush 20, Climb 70, Martial Arts: Standard 60, Perception 90, Ride 70, Stalk/Hide 110, Track 110.
MERP Spells (126 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Protections (10th), Spell Defense (10th), Nature's Movements (10th).

Telcrist in Rolemaster

Hits: 140 Melee OB: 145bs Missile OB: 145cp AT: 19(70) or 5(90)
RM Profession: Ranger.
RM Stats: Co 99, Ag 99, SD 98, Me 89, Re 95, St 96, Qu 99, Pr 99, In 99, Em 80.
RM Skills: Ambush 20, Climbing 70, Martial Arts: Strikes II 60, Perception 90, Riding 70, Stalk/Hide 110, Track 110.
RM Spells (126 PPs): Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Nature's Way (20th), Detection Mastery (10th), Sound's Way (10th), Purifications (10th), Barrier Law (10th), Spell Defense (10th), Nature's Movements (10th).
Appearance: 96.

Telcrist in LOR

LOR Profession: Ranger.

LOR Stats: Strength 2, Agility 2, Intelligence I, Movement 0, Defense I, Melee OB 6, Missile OB 6, General 3, Subterfuge *2,* Perception 4, Magical 2, Endurance 104.

LOR Spells: Shield, Balance, Camouflage, Clairvoyance, Luck, Protection from Magic, Sustenance, Calm,

LOR Experience: 6,300.

Telcrist's Special Powers

Intuitions:

MERP/RM: He has natural *Farsight,* and has a 20% chance of a spontaneous *Intuitions X* in dangerous situations.

LOR: He has natural "Far-sight." In some dangerous situations (or as deemed appropriate by the GM), roll the dice. If the result is a 7 or a 2, the character receives a small glimpse of something that will occur in the next 10 minutes.

Telcrist's Principal Items

"Dîngurthar" (S. "Silent Killer"): A broadsword that causes its wielder to be silent whenever he is stalking something; emanates a cold chat freezes the blood leaving a wound. Bleeding wounds from this weapon seldom leave an immediate blood trace.

MERP: +20 OB, *Silence 5'* radius whenever stalking, secondary cold critical (victim must resist a 10th level attack; failure indicates absolutely no bleeding for 1-10 minutes—but victim suffers an immediate "C" cold crit).

Rolemaster: +20 OB, *Silence S'* radius whenever stalking, Cold critical of one less severity (victim must resist a 10th level attack; failure indicates absolutely no bleeding for 1-10 minutes—but victim suffers an immediate "C" cold crit).

LOR: +3 Damage, +2 Melee OB, wielder is silent when stalking something.

Elenriss (Ranger's Star): enchanted, allows the wearer to mimic the voices of Orcs and Trolls (see Section 15.0).

Leather Armor: no n-encumbering.

MERP/Rolemaster: +20 DB, wears as normal clothes (No Armor/AC 1).

LOR: +3 Defense (no other skill modifications).

Leather Arm Greaves.

MERP/Rolemaster: +10 DB, negates 30% of all arm criticals.

LOR: +2 Defense.

Oval Shield.

MERP/Rolemaster: +15 DB.

LOR: +2 Defense, -1 Magical.

Emerië Lord's Ring; inherited.

MERP: x3 multiplier.

Rolemaster: x3 channeling multiplier.

LOR: +15 Endurance.

Trappings of the Great House: while he prefers his Ranger's gear, he has also inherited and will sometimes wear the typical gear and garb of House Emerië (all following equipment):

Half-plate Armor: encumbers like Rigid Leather.

MERP: +5 DB.

Rolemaster: +5 DB, encumbering like AT 10.

LOR: +4 Defense, -1 Movement, -1 Subterfuge.

Eket.

MERP/Rolemaster: +10 OB.

LOR: +2 Damage.

Emerië Emblem: His tunic bears a ring of seven blue stats on a gold background.

10.1.3 OTHER PERSONALITIES

BARAGUND TURMEN

Baragund and his cousin, Belavanna na Lome, were brought to the royal court of Arthedain as youngsters to serve as companions to Crown Prince Arvegil, Both showed promise in their early schooling and flourished under the eyes of the Prince's royal tutors. Baragund's official position is "Prince's Scribe" (S. "Tegilar Ernil"). A pair of full-time scribes do most of Argeleb's secretarial work, leaving Baragund free to act as aide, advisor, and confidant. Scholarly, yet well spoken, he is equally at ease with the nobility and the Commons, and often acts as a courier and spokesman for the Prince.

Baragund expects to be appointed to some high post after he gains more experience in government. After Arvegil and Marl Tarma, he is considered the most eligible bachelor in Arthedain. Baragund and Marl often competed at romance when both were under tutelage at court; Baragund still knows him well and is privately troubled by his feeling that the ambitious ranger now considers the Crown Prince more his competition than his lord.

Just over 6' tall, dark-haired, violet-eyed, and of a lean, relaxed build, Baragund is easily underestimated. His soft, boyish, good looks and official status as "secretary" also foster the impression of mildness. He is, however, quite dangerous when crossed, being possessed of a literate, penetrating intelligence and a fine sword hand. He often carries books about with him. Once, while resting at the Forsaken Inn near Bree, he was berated by drunken ruffians for reading in the common room; he is said to have taken the ruffians outside and beaten them severely with a copy of *Hammed's Guide to the Use of the Fist* just to prove a point about education.

Baragund Turmen

Level: 12.
Race: Dúnadan,
Home: Fornost, at court.

Baragund in MERP

Hits: 135 Melee OB: 140 Missile OB: 110 AT: Chain (55)
MERP Profession: Warrior.
MERP Stats: Co 81. Ag 100, Ig 98, St 88, Pr 100, It 95.
MERP Skills: Ambush 10, Influence: Administration 60, Influence: Politics 65, Lore: Heraldry 40, Lore: Law 50, Martial Arts: Expert 80.
MERP Spells (48 PPs): Physical Enhancement (5th), Illusions (5th), Unbarring Ways (5th), Spell Ways (5th), Essence's Way (5th).

Baragund



Baragund in Rolemaster

Hits; 135 Melee OB: 14O(bs) Missile OB: AT: 14 (55)
RM Profession: Rogue.
RM Stats: Co 81, Ag 100, SD 94, Me 95, Re 98, 88, Qu 98, Pr 100, In 95, Em 96.
RM Skills: Ambush 10, Administration 60,, Heraldry 40, Martial Arts: Strikes III 80, Propaganda 65, Philosophy/Religion 50.
RM Spells (48 PPs): Unbarring Ways (5th), Essence's Perception (5th), Lesser Illusions (5th), Rune Mastery (5th), Detecting Ways (5th).
Appearance: 100.

Baragund in LOR

LOR Profession: Warrior.
LOR Stats: Strength 2, Agility 2, Intelligence 0, Movement 0, Defense I, Melee OB 6, Missile OB 5, General 3, Subterfuge 6, Perception 5, Magical 2, Endurance 72.
LOR Spells: Luck, Speed.
LOR Experience: 3,600.

Baragund's Principal Items

Wolf-hide Shirt: Interlaced with mithril rings; encumbers as Soft Leather, but protects as Chain.
- MERP: +20 DB.
- Rolemaster: +20 DB, protects as AT 13, encumbers as AT 6.
- LOR: +4 Defense, -I Subterfuge, -I Movement.

Broadsword: its thin alloy blade is half normal weight.
- MERP: +10 OB, secondary Slash crit on all non-metaJ armor, strikes as a mithril weapon.
- Rolemaster: +10 OB, Slash crit of one less severity (only against opponents in non-metal armor), gains an additional mithril crit (equal severity).
- LOR: +3 Damage, +1 Melee OB.

Ring of Succor.
- MERP: +10 DB, +10 on all RRs, x2 multiplier, casts 20 PPs per day from Blood Ways and Bone/Muscle Ways.
- Rolemaster: +10 DB, +10 on all RRs, x2 Essence multiplier, casts 20 PPs per day from Blood Ways, Bone Ways, and Muscle Ways.
- LOR: +1 Defense, +1 Magical, +10 Endurance, casts *Healing* up to 5 times per day.

BELAVANNA NA LÓMË

Belavanna is third cousin to Prince Arvegil and one of his two closest companions. Like her cousin, Baragund Turmen, she was brought to court while quite young to serve as a companion to the Crown Prince. A gifted child, she has blossomed into a skilled and talented young lady and continues to serve the Prince as a "Adjutant Herald," allowing her to advise him and act as a courier and go-between in his dealings with both nobility and Commons.

Arvegil, Belavanna, and Baragund remain close friends; they address one another routinely as "cousin" and share many confidences. Arvegil, who knows he must someday choose a wife for political reasons, occasionally threatens to marry Belavanna to a Gondorian noble to save his future wife from jealousy. Belavanna has other ideas; court gossip to the contrary, she has no great desire to be Arvegil's or anyone's queen. She loves dangerous and possibly scandalous intrigue, and is sizing up possible mates who would not object to her continuing that hobby.

Tall, grey-eyed, smooth-skinned, and lithe-limbed, Belavanna appears equally at ease in traveling leathers or court gowns. Her long, black hair is often tied in a simple Dunnish horse-tail when she's not striving for elegance. When amused and interested, she smiles brightly with both her lips and eyes, something unusual in staid, formal Arthedain.



Belavanna

Belavanna na Lóme

Level: 12.
Race: Dúnadan.
Home: Fornost, at court.
Languages: Speaks all Eriadoran languages (including Blarm).

Belvanna in MERP

Hits: 82 Melee OB: 73 Thrown OB; 70
AT: Soft Leather(25)
MERP Profession: Bard.
MERP Stats: Co 90, Ag 95, Ig 98, St 80, Pr 100, It 94.
MERP Skills: Ambush 10, Art: Play Lute 50, Art: Poetry 60, Art; Sing 60, Athletic: Dance 35, Influence: Politics 55, Lore: Faerie Lore 50, Perception 85.
MERP Spells (72 PPs): Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th), Detection Mastery (10th), Spell Defense (10th), Nature's Lore (10th), Illusions (10th), Spell Ways (10th), Essence's Ways (10th).

Belavanna in Rolemaster

Hits: 82 Melee OB: 73ss Thrown OB: 70th da
AT: 5(25)
RM Profession: Bard.
RM Stats: Co 90, Ag 96, SD 88, Me 99, Re 98, St 80, Qu 94, Pt 100, In 94, Em 97.
RM Skills: Ambush 10, Dance 35, Faerie Lore 50, Play Instrument: Lute 50, Perception 85, Poetic Improvisation 60, Propaganda 55, Singing 60.
RM Spells (72 PPs): Controlling Songs (20th), Lores (20th), Sound Control (10th), Item Lore (20th), Sound Projection (10th), Self Healing (10th), Damage Resistance (10th), Attack Avoidance (10th), Telekinesis (10th), Mind's Door (10th), Gas Manipulation (10th).
Appearance: 95,

Belavanna in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility I, Intelligence 2, Movement 0, Defense 0, Melee OB 5, Missile OB 5, General 2, Subterfuge 5, Perception 4, Magical 3, Endurance 72.
LOR Spells: Shield, Speed, Healing, Luck, Camouflage, Concentration, Item Analysis, Protection from Magic.
LOR Experience: 3,600.

Belavanna's Principal Items

Orb: Her Orb is a gift from Celebrían of Imladris. The wielder may gaze into it and command it to cast spells.

MERP: May cast up to 30 PP of spells per day from the Essence's Ways and Essence Perceptions lists By expending her own power points to match those of the spell, she can double its range; repeating this operation again will double the range again, and so on.

Rolemaster: May cast up to 30 PPs of spells per day from the Detecting Ways and Essence's Perception lists. By expending her own power points to match those of the spell, she can double its range; repeating this operation again will double the range again. and so on.

LOR: may cast *Item Analysis* and *Clairvoyance* up to 4 times per week (each). Roll the dice and add the users's Magical bonus. If the result is 9 or more, the usage does not count against the weekly limits.

Kynac: A Noldo long knife that can be used in as a shortsword or can be hurled as a dagger. If hurled, it will return *to* the thrower (magically) thrice per day.

MERP/Rolemaster: +15 OB, bestows *Nightvision* on wielder (while drawn).

LOR: +2 Damage, bearer can see during the night as well as during the day (doesn't apply underground).

Platinum Ring.

MERP: x3 multiplier.

Rolemaster: x3 Mentalism multiplier.

LOR:+15 Endurance.

White Birch Lute: Increases normal music quality.

MERP: Doubles all ranges and durations of Bard spells, +10 Art: Play Lute skill.

Rolemaster: Doubles all ranges and durations of Bard spells, +10 Play Instrument: Lute skill.

LOR: All within hearing range of the lute must roll the dice and add their Magical bonus. If the result is less than 10, they will take no aggressive action against the player.

Soft Leather Tunic: non-encumbering.

MERP/Rolemaster: +10 DB, reduces Puncture and Slash crits to the body by one level.

LOR; +2 Defense (with no penalties).

BLANCO AND MARCHO FALLOHIDE

The adventurous and well-spoken Fallohide brothers, Marcho and Blanco, have gained with their tongues what Hobbits might never have claimed by force: a permanent homeland for their kindred, in the Shire in southern Arthedain. Typical of the Fallohide strain, they are fair-complected, taller, slimmer and more skilled in song and argument than their other furry-footed brethren. As Chieftain of the Fallohide tribe, Marcho granted himself the honor of leading his kinsmen across the ancient Bridge of Stonebows into their new homeland. Both Marcho and Blanco live in the new town called Hobbiton, along the Great East Road in the central part of the Shire. They concern themselves with maintaining good relations with the King and persuading the Hobbit clans of the Shire to work together against the ruffians and other dangerous folk that still trouble their new homeland.

BLANCO FALLOHIDE

Level: 6.
Race: Fallohide Hobbit.
Home: Hobbiton.

Blanco in MERP

Hits: 63 Melee OB: 85 Missile OB: 60
AT: Soft Leather(40)
MERP Profession: Scout.
MERP Stats: Co 70, Ag 89, Ig 90, St 70, Pt 90, It 92.
MERP Skills: Ambush 10, Climb 35, Influence: Administration 30, Influence: Diplomacy 56, Influence: Leadership 30, Influence: Public Speaking 68, Influence: Trade 50, Lore: Strategy/Tactics 45, Perception 68, Stalk/Hide 54,

Blanco in Rolemaster

Hits: 63 Melee OB: 85ss Missile OB: 60sb
AT: 5(40)
RM Profession: Rogue.
RM Stats: Co 70, Ag 91, SD 90, Me 89, Re 90, St 70, Qu 90, Pr 90, In 92, Em 99.
RM Skills; Administration 30, Ambush 10, Climbing 35, Diplomacy 56, Leadership 30, Perception 68, Public Speaking 68, Stalk/Hide 54, Tactics 45, Trading 50.
Appearance; 89.

Blanco in LOR

LOR Profession: Scout.
LOR Stats: Strength -2, Agility 3, Intelligence 0, Movement -2, Defense 3, Melee OB 5, Missile OB 4, General 4, Subterfuge 4, Perception 4, Magical -2, Endurance 56.
LOR Experience: 950.

Blanco's Principal Items

Dagger: Made of red laen, marked with a circle of seven stars on the hilt. This was given to him by the King. When wielded, it gives off a reddish light (on command) that can only be seen by Elves and Undead.

MERP: +10 OB; strikes as a mithril short sword; secondary Slash crit against non-metal armor; bestows Dwarvish *Nightvison* on the wielder; when lit, causes up to 5 levels of Undead to flee; Elves make a Perception check (at -10 per mile distant) to see the red light.

Rolemaster: +10 OB; does a Slash crit of one less severity on non-metal armor; bestows *Darkvision* on the wielder; when lit, casts a *Repel Undead V;* Elves make a Perception check (at -10 per mile distance) to see the red light.

LOR; +1 Damage, +4 Damage versus Undead.

MARCHO FALLOHIDE

Level: 7.
Race: Fallohide Hobbit.
Home: Hobbiton.

Marcho in MERP

Hits: 70 Melee OB: 85 Missile OB: 80
AT: Chain (65)
MERP Profession: Scout.
MERP Stats: Co 71, Ag 89, Ig 97, St 73. Pr 99, It 101.
MERP Skills: Climbing 20, Influence: Administration 30, Influence: Diplomacy 50, Leadership 50, Lore: Strategy and Tactics 25, Perception 35, Riding 25, Stalk/Hide 25.

Marcho in Rolemaster

Hits: 70 Melee OB: 85ss Missile OB: 80sb
AT: 16(65)
RM Stats: Co 71, Ag 89, SD 90, Me 94, Re 97, St 73, Qu 86, Pr 99, In 101, Em 95.
RM Skills: Administration 30, Climbing 20, Diplomacy 50, Leadership 50, Perception 35, Riding 25, Stalk/Hide 25, Tactics 25.
Appearance: 96.

Marcho in LOR

LOR Profession: Scout,
LOR Stats: Strength -2, Agility 3, Intelligence 0, Movement -2, Defense 3, Melee OB 5, Missile OB 4, General 3, Subterfuge 4, Perception 5, Magical -2, Endurance 73.
LOR Experience: 1,050.

Marcbo's Principal Items

Thain's Marhoms: Marcho uses the "Thain's Mathoms" (see Chapter 15.0).

ESGALTUR LUSSIRIL

Officially the court's "Second Interpreter," Esgaltur is actually King Argeleb's Lord of Spies. He oversees the extensive organization known as the Lómërantiri (Q. "Wandering night-watchers"), as well as many independent sources. Four assassination attempts in the last decade have convinced Esgaltur that he is doing his job well. As he has sardonically noted, "An expensive poison is the most flattering of gifts." Esgaltur was Prince Arvegil's tutor for much of his youth, and it is from him that the Prince gained his ironic sense of humor. Esgaltur has also served as a soldier, ranger, and diplomatic envoy in his checkered career, becoming a linguist and master of spies only after a severe knee injury left him with a permanent limp. Middle-aged and unmarried, he is not sought after—he is disliked by most of the staid courtiers. Unable to speak publicly of his primary task, Esgaltur gives his majesty a daily briefing on matters foreign and domestic and. contents himself with knowing that he is more useful to Arthedain then most of the soldiers and ancient seers who look down on him in the palace.

Friends and Connections

"The only friend a spy needs," says Esgaltur, "is his King." However, aside from Princess Nírena, who considers him furtive and manipulative, most of the royal family speak to Esgaltur on a daily basis. Prince Arvegil trusts him implicitly and is determined to bestow high office on him when the opportunity arises. Marl Tarma, captain of the Royal Rangers, is more aloof; Esgaltur, who trusts the younger man not at all, regularly subverts Tarma's authority by questioning rangers newly returned from dangerous missions on the sly and without their captain's permission. Unknown to anyone, Esgaltur has cultivated sources among the staffs of the Great Houses of Arthedain—if he is discovered before he finds any substantial evidence of treason, his job and his life will be on the line.

ESGALTUR LUSSIRIL

Level: 17.
Race: Dúnadan.
Home: Fornost Erain.

Esgaltur in MERP

Hits: 145 Melee OB: 130 Missile OB: 85
AT: Chain(30)
MERP Profession: Bard.
MERP Stats Co 87, Ag 88, Ig 100, St 92, Pr 95, It 99.
MERP Skills: Ambush 15, Art: Acting 45, Disarm Traps 60, Influence: Espionage 110, Lore: Angmarean Affairs 60, Lore: Geography of Eriador 70, Perception 85, Pick Lock 60; Read Runes 30, Stalk/Hide 90, Track 70, Use Items 30.

Esgaltur in Rolemaster

Hits: 145 Melee OB: 130ss Missile OB: 85cp
AT: 13(30)
RM Profession: Bard.
RM Stats: Co 87, Ag 49, SD 96, Me 101, Re 99, 92, Qu 95, Pr 95, In 97, Em 99.

RM Skills: Acting 45, Ambush 15, Attunement 30, Disarm Traps 60, Perception 85, Pick Lock 60; Racial History: Angmarean Affairs 60, Region Lore: Eriador 70, Runes 30; Stalk/Hide 90, Tracking 70, all other Subterfuge skills at 70
Appearance: 81.

Esgaltur in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 0, Intelligence 2, Movement 0, Defense 0, Melee OB 6, Missile OB 5, General 4, Subterfuge 7, Perception 4, Magical 4, Endurance 88.
LOR Experience: 2,550.

Esgaltur's Special Powers

Magical Knowledge: Esgaltur is a collector of odd magical lore.
MERP Spells (68 PPs): Illusions (5th), Spirit Mastery (5th), Unbarring Ways (5th), Essence Hand (5th), Light Law (5th), Animal Mastery (5th), Blood Ways (5th).
RM Spells (68 PPs): Illusions (5th), Spirit Mastery (5th), Unbarring Ways (5th), Essence Hand (5th), Shield Mastery (5th), Rapid Ways (5th), Mind Mastery (5th), Light Law (5th), Gate Mastery (5th), Self Healing (5th).
LOR Spells: Speed, Healing, Calm Charm Animal, Fire Bolt.

Esgaltur



Linguist He speaks all the common languages of Eriador and can swear profusely in most of them; his official duties include translating Morbeth, which many at court refuse to learn.

Esgaltur Lussiril's Principal Items

Ring of Sensing; Allows wearer to see as a Dwarf sees, as well as providing other magical enhancements.
MERP: 50' Dwarven vision, +20 to Perception (+50 versus illusions and invisible or camouflaged creatures), casts a *Long Eye* or *Long Ear* each twice per day, and acts as a x2 multiplier.
RM: 50' dark vision, +20 to Perception (+50 versus illusions and invisible or camouflaged creatures), casts a *Long Eye* or *Long Ear* each twice per day, and acts as a x2 Menralism multiplier.
LOR: +10 Endurance, +2 Perception (+5 versus illusions and camouflaged creatures), casts *Concentration* or *Clairvoyance* twice per day.
Hand Crossbow: self-loading on the first shot, can be fired with one hand, but then has only a *US* base range.
MERP/RM:+15 OB.
LOR: +2 Missile OB, +2 Missile Damage.
Dagger of Man-slaying: taken from a high-ranking evil priest; the Witch-king, once he finds out who has the weapon, will pay much to get it back.
MERP/RM: +10 OB, Slaying crits versus humans.
LOR: +2 Melee OB, +1 Damage.
Mithril Vest: Non-encumbering (worn under a baggy tunic), taken from a high-ranking evil priest; the Witch-king, once he finds out who has the vest, will pay much to get it back.
MERP/RM: +15 DB, no encumbrance penalties.
LOR: +6 Defense with no other penalties.
Needle: Points towards metal in the area when balanced on the back of the hand; the holder can mentally "subtract" items he recognizes (his armor, the knife on the table, etc) and use it to spot hidden blades and traps, Esgaltur tips this needle with a 5th level paralyzing poison, just in case.
Short Sword: made of white alloy.
MERP/RM: +15 OB.
LOR: +4 Damage.
Amulet: enchanted.
MERP: +10 DB, +20 RRs versus blood and nerve poisons, +2 spell adder.
RM +10 DB, +20 RRs versus circulatory and nerve poisons, +2 Mentalism adder.
LOR: +1 Defense, +10 Endurance, if the wearer is afflicted with a with a poison, roll 2d6 and add Strength—if the result is over 9, the poison has no effect.

MARL TARMA

Never a King, but eager to rule as one, handsome, witty, and sly Marl Tarma grew up listening to tales of the martial accomplishments of his family. Raucous songs in the Tarma lands claim that this hero of Arthedain never fails to woo and win the local maidens, no matter where his travels take him. As Hirgon i Feryth Aran, the Knight-captain of the Royal Rangers, he proudly wears royal dark blue chain and a ranger's ring and star—marks of many successes and the respect of his men. If Captain Tarma has one failing, it is his impetuosity and inclination towards direct action to address political problems. He has allowed a great conspiracy to arise around him without much thought, and his life and more may turn on decisions based more on desire than good sense.



Marl Tarma

MARL TARMA

Level: 23.

Race: Dúnadan.

Home: Fornost Erain, but spends much time on the frontier.

Marl in MERP

Hits: 145 Melee OB: 145 Missile OB: 135 AT: Chain(75)

MERP Profession: Ranger.

MERP Stats: Co 99, Ag 98, Ig 88, St 97, Pr 101, It 100.

MERP Skills: Ambush 20, Art: Dance 35, Art: Poetry and Singing 40, Disarm Traps 40, Influence: Administration 40, Influence: Politics 40, Influence: Seduction 75, Lore: Strategy & Tactics 70, Perception 90, Pick Locks 40, Read Runes 20, Stalk/Hide 100, Track 100, Use Items 20, Weapon: Mounted Lance 60, Weapon: Thrown Dagger 10L

MERP Spells (207 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises to 10th level), Nature's Ways (10th), Detection Mastery (5th), Protections (5th), Spell Defense (5th), Nature's Movement (5th).

Marl in Rolemaster

Hits: 145 Melee OB: 145ss Missile OB: 135cp AT: 13(75)

RM Profession; Ranger.

RM Stats: Co 99, Ag 98, SD 61, Me 89, Re 87, St 97, Qu 99, Pr 101, In 100, Em 71.

RM Skills: Administration 40, Ambush 20, Attunement 20, Dance 35, Diplomacy 40, Disarm Traps 40, Perception 90, Pick Locks 40, Poetic Improvisation 40, Runes 20, Singing 40, Seduction 75, Stalk/Hide 100, Tactics 70, Track 100, Weapon: Mounted Lance 60, Weapon: Thrown Dagger 101.

RM Spells (207 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Inner Walls (10th), Nature's Ways (10th), Spell Defense (5th), Detection Mastery (5th), Purification (5th), Sound's Way (5th).

Appearance: 100.

Marl in LOR

LOR Profession: Ranger.

LOR Stats: Strength 2, Agility 0, Intelligence 1, Movement 0, Defense 1, Melee OB 8, Missile OB 7, General 5, Subterfuge 6, Perception 5, Magical 4, Endurance 90.

LOR Spells: Strength, Speed, Balance, Camouflage, Luck, Protection from Magic, Charm Animal, Sustenance.

LOR Experience: 6,900.

Marl's Special Powers

Orkish: Marl has learned the dialects of most of the Orc tribes of the frontiers; he has a +50 skill when mimicking Orc voices.

Marl's Principal Items

Helm: silver-inlaid, black steel, shaped like a bear-head, with a Jewel of Stunning set in each eye socket, just above the brow. The pair of jewels are usable instantly.

MERP/RM: 7x/day; 1 target/round facing the wearer & within 10' must resist a 10th level attack or be stunned for 1 rd/10% fail.

LOR: 7x/day 1 target who can see the wearer must roll 2d6 and add his or her Magical bonus; if the result is less than 10, the target is stunned and can take no actions for 1d6 combat rounds.

Shortsword: a black laen blade of slaying Orcs and Trolls. It strikes as a mithril weapon and detects evil creatures up to 100' away.
MERP/RM: +20 OB.
LOR: +2 Melee OB, +3 Damage.
Chain Mail: dark blue and does not interfere with spell casting.
MERP/RM: +15 DB.
LOR: +5 Defense, -2 Subterfuge, -2 Movement, -2 Magical.
High Ranger's Ring:
MERP: x3 multiplier.
RM: x3 Channeling multiplier.
LOR:+15 Endurance.
Elenrissr a ranger's star.
MERP/RM: +10 DB and +10 to all RRs.
LOR: +1 Defense and +2 Magical.
Oval Shield.
MERP/RM: +15 DB.
LOR: +4 Defense, -I Magical.
Ranger's Cloak.
MERP/RM: +50 Stalk/Hide.
LOR: +5 Subterfuge.

LINUILË

Also known as "the Lady of the Lake" and "the Cold Ghost," Linuilë is a water spirit, the Maia of Nenuial (Lake Evendim). Her chosen form and clothing are like unto those of the Elves who first walked through Eriador on the great migration to Valinor ages ago. However, she has appropriated the language and many of the mannerisms of the population dwelling on the shores of her domain and can pass among them undiscovered when she chooses. She forges no long term friendships with Men or Elves, and remains apart from their loyalties. Her ways are fickle, seldom with any serious purpose, though never with any overtly evil intent. She is equally capable of rescuing a ship-wreck victim, if he is facing death bravely, or of letting him drown, because he resembles a man long dead against whom she bears a grudge.

The Fana, the mortal body of Linuilë, resembles a pale, slim, radiantly young and beautiful Sinda or Dúnadan female, with long black hair and piercing, ancient grey eyes. The silken shifts she wears would stir recognition in anyone with a memory of ancient Elvish dress. Her flesh is cool to the touch; she is as damp or dry at any time as she pleases. Immune to heat or chill, she shivers only when realizing some sudden fear or falsehood. Her smiles are rare, given equally to innocence or irony. When she gives vent to stronger emotions, her sorrow can weaken and her fury can frighten unto death. She is capable of exquisite kindness and boundless cruelty when she judges need.

If befriended, Linuilë may let slip lore and foresight of great worth. She has made a gift of magic to strangers who impress her. She has also visited horrifying fates on those who've courted her out of greed or other evil desires.

A story from the Eketta minstrels presents an idea of the risks involved in dealing with such an ancient and powerful entity; note that the teller of the tale does not understand, in this case, Linuilë's true nature.

The Tale of the Pale Lover

"*A* younger son of the Amonir, a knightly family sworn to House Eketta, was of a melancholy nature and seemed doomed to remain unmarried and unsuccessful. When his twentieth spring arrived, however, he changed, showing a new and intense energy. His cousins, finding him suddenly interested in matters of lore, business, and romance, thought he might have found a lover among the ladies of the nearby citadel of House Eketta, and so they watched his movements. Yet he did not travel to Bareketta; instead the spies saw him approach a ruined fortification by the lake, and there meet a girl, lovely to look upon, but unknown to all and dressed like a commoner. The Lady Amonir, fearing scandal, arranged to encounter the maiden as she left the ruins. But the girl would say little, and when the Lady touched her both women recoiled—the maid's hand was *ice* cold.

"The Lady fled back to her manor and consulted with her seers; all were deathly afraid that the boy had befriended a ghost or vampire and that his good health would soon fade as the creature drained the life from him. So, the cousins waited in ambush at the ruin. The lovers met again and were confronted, and the maiden was threatened with swords and repellent herbs. In appalling fury, she struck and broke a sword with the back of her fist. Then, thrusting her way directly through a line of strong men, she ran to the edge of the ruin and dove into the lake. The younger son would have followed her had he not been restrained. And better off he might have been, for she did not return; he fell into a deeper melancholy then before, bemoaning all she could have or would have taught him and eventually took his own life.

"Yet the curse of the family's rash action did not stop there. Ever after, whenever one of the maiden's foes sailed upon the lake and chanced to look in the water, he might see a reflection other then his own. It would be a young maiden, staring, cold, and malevolent, and as her victim screamed in terror the lake whipped up into a squall, threatening all aboard with drowning. The family's holdings could not prosper, and many of their servants moved away to less accursed desmenses. The cousins joined the Dagarim Aran or simply fled to the eastern fiefs. The Lady Amonir went mad, and within a few years the house was extinguished as a power in the district."

LINUILË

Level: 200

Race: Maia (Water Spirit).

Home Nenuial in northern Eriador.
she ventures up the surrounding streams *and* down the Baranduin as far as the town of Secretly she attends events on the shores of the lake, particularly weddings. Linuilë was present every royal coronation and birth in the royal palace at Annúminas until its destruction in 1409.

Linuilë in MERP

Hits: 450 Melee OB: 250 Martial Arts Expert Striking Thrown OB: 210 rock AT: No (150)

MERP Profession: Mage

MERP Stats: ST 110; AG 120, CO 110, IG 88, IT 120, PR 105.

MERP Skills: Ambush 30, Athletic: Diving 300, Base Spell 100, Climb 200, Directed Spell 200, Disarm Trap 130, Martial Art Expert Sweeps 250, Perception 150, Pick Lock 130, Ride 100, Stalk/Hide 130, Swim 300, Track 130.

MERP Spells (1,500 PPs): Linuilë knows all open Essence lists, all Mage base list, all Bard base lists, and all open Channeling lists to 10th level, although she may have to concentrate for a while to remember some of them.

Linuilë in Rolemaster

Hits: 450 Melee OB: 250MAs:IV Thrown OB: 210ro AT: 1(150)

RM Profession: Magician.

RM Stats: St 110, Qu 120, Em 100, In 120, Pr 105, Ag 120, Co 110, Me 85, Re 93, SD 101.

RM Skills: Ambush 30, Base Spell 100, Climb Directed Spell 200, Disarm Trap 130, Martial Arts Sweeps IV 250, MovM 105, Perception 150, Pick Lock 130, Ride 100, Stalk/Hide 130, Swim 300, Track 130.

RM Spells (1,500 PPs): Linuilë knows all Essence lists, and all open and closed Channeling and Mental ism spells to 30th level, although she may have to concentrate for a while to remember some of them.

Appearance: 105.



Linuilë

Linuilë in LOR

LOR Profession: Bard

LOR Stats: Strength 6, Agility 6, Intelligence 5, Movement 4, Defense 6, Melee OB 19, Missile OB 17, General 10, Subterfuge 11, Perception 14, Magical 16, Endurance 165.

LOR Spells: AH.

LOR Experience: 60,000.

Linuile's Principal Items

Magical Vessels: Linuilë is seldom encountered bearing any constructed item, and actively dislikes weapons. She has in her home at the bottom of Nenuial a number of useful things taken from wrecked ships; among them are slivers of wood from various wrecks that she can transform into magical boats of the same sort.

MERP/RM: Boat tranformation costs 10 PPs and requires 1 round of concentration per foot of ship length.

LOR: Boat transformation costs 5 Endurance points for small vessels (less than 20 feet long) and 15 Endurance points for large ones (20 feet or more). The transformation is complete in 3 minutes.

10.2 PERSONALITIES OF CARDOLAN

GM Note: *The following character descriptions arc keyed to the dates T.A. 1642-43. However, these characters would reasonably approximate the Princes during the Times of Troubles in the 13th century of the Third Age. The circumstances during the reigns of one of the weaker Kings of Cardolan could also be simulated by making the Gondorian Canotar into the King.*

10.2.1 THE LORDS OF CARDOLAN

The lords are presented in alphabetical order. In general, the two Princes (Irnil) and the King of Saralainn have slightly higher social rank then the three barons (Hiri).

EÄRNIL, REGENT OF GIRITHLIN

Eärnil rules Girithlin in the minority of his nephew, Echorion Hir Girithlin. Eärnil is one of the few modern Dúnedain who approach the height of their ancestors, standing 7'3" rail. He has the martial skills that might be expected of a man of his size; he is bold and forward in battle, although he is approaching his later years. Eärnil possesses simple, yet refined, tastes; poetry is his favorite hobby. He is an unmistakable figure on public occasions, noted for his brooding crimson robes, and his refusal to hide his balding pate beneath a convenient helm. Eärnil has picked a few bad subordinates, but his subjects hold him to be a fair, if occasionally harsh, master.

For all his manifest virtues, Eärnil is at least the most conniving, if not the most ruthless, of the lords of Cardolan. He has effectively managed the principality since his youth, a fact that his more relaxed father and elder brother rarely noted. Eärnil has never been directly implicated in treachery, but he has lived too long to avoid the rumor mill. He is no longer trusted by anyone except, perhaps, his nephew. Although Eärnil was once content to rule from the shadows, he has grown to like the trappings of power during his regency. It is unlikely that Echorion will reach his majority, if Eärnil does not predecease him.

Family and Connections

Eärnil and Echorion are the last survivors of the direct line of the Girithli, although a couple of second cousins are landowners in the province. Hir Echorendil, Eärnil's father, was the highest ranking Cardolani victim of the Great Plague,

EÄRNIL, REGENT OF GIRITHLIN

Level: 17.
Race: Dúnadan.
Home: Minas Girithlin, in western Cardolan.

Eärnil in MERP

Hits: 130 Melee OB: 132 Missile OB: n/a
AT: Chain(65)
MERP Profession: Warrior.
MERP Stats: Co 85, Ag 98, Ig 79, St 98, Pr 99, It 90.
MERP Skills: Climb 10, Craft: Falsification 50, Craft: Poison Use 50, First Aid 60, Influence: Diplomacy 67, Influence: Public Speaking 35, Perception 20. Ride 62, Stalk/Hide 40, Swim 5.

Eärnil



Eärnil in Rolemaster

Hits: 130 Melee OB: 132ma Missile OB: n/a AT: 14(65)

RM Profession: Fighter.

RM Stats: Co 85, SD 87, Ag 98, Me 75, Re 82, St 98, Qu 84, Pr 99, In 95, Em 52.

RM Skills: Climb 10, Diplomacy 67, Falsification 50, First Aid 60, Perception 20, Use/Remove Poison 50, Public Speaking 35, Ride 62, Stalk/ Hide 40, Swim 5.

Appearance: 98.

Eärnil in LOR

LOR Profession: Warrior,

LOR Stats: Strength 3, Agility 1, Intelligence 1, Movement 0, Defense 1, Melee OB 7, Missile OB 2, General 5, Subterfuge 4, Perception 4, Magical -1, Endurance 118.

LOR Experience: 5,100.

Eärnil's Principal Items

Mithril Mace.

MERP: +20 OB; Secondary Impact crits.

RM: +20 OB; Gives Impact crits of equal severity.

LOR: +2 Damage, +1 Melee OB.

Arm and Leg Greaves.

MERP/RM: negate 35% of arm and leg crits.

LOR: +1 Defense with no other penalties.

Chain Mail.

MERP/RM: +10 DB.

LOR: +4 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Full Shield.

MERP/RM: +10 DB, casts *Bladeturn once* per day.

LOR: +2 Defense, -1 Magical, casts *Shield* once per day.

Boots.

MERP/RM: +20 to all moving maneuvers.

LOR: +2 to Movement.

FINDUILAS III, ERNIL OF DOL CALANTIR

It is not unusual for either women or mages to rule the principalities of Cardolan, but Finduilas is the first to combine these attributes. She is in her early adulthood, on the short side for a women of pure blood, and rather plain—although it is said that when she unveils her light green eyes, they pierce *one to* the sou]. Finduilas appears to be very self-absorbed; she is content to leave the day-to-day administration of her realm to her subordinates. The practice allows her further time to study her magics and to plot. She would not be troubled to discover that her retainers pursue the same oppressive policies that characterized her forebears. In most things, Finduilas is a traditionalist, favoring an archaic style of robes that does little to complement her face or figure.

Finduilas has long been considered a minor personage in the politics of Cardolan; that status is about to change. Having mastered the diminished knowledge of the Essence available in the North (and deemed to be too eager a pupil by several masters), she is finally taking an interest in politics. She has found to her delight that the balancing and manipulation of political forces is an interesting analogy to her magics. Finduilas has now decided to play to win, simply for the sake of the game, for she cares nothing for either the potential rewards or potential consequences of her actions. This frivolous attitude does not, unfortunately, detract from her abilities.

Family and Connections

Finduilas is the last of her direct line; her parents were drowned in a shipwreck some eleven years ago. Two aunts and a cousin died of the plague, leaving her without family. Her heir is another cousin who fled to Gondor years ago just ahead of several outraged husbands. Finduilas thus has the most impressive dowry to offer a husband in all the North, and she is just beginning to use that fact to her advantage.

FINDUILAS III, ERNIL OF DOL CALANTIR

Level: 16.

Race: Dúnadan.

Home: The Argond, west of Tharbad.



Finduilas in MERP

Hits: 101 Melee OB: 98 Missile OB: n/a
AT: None(35)
MERP Profession: Mage.
MERP Stats: Co 74, Ag 92, Ig 96, St 81, Pr 98, It 95.
MERP Skills: Base Spells 37, Climb 5, Directed Spells 110, Influence: Interrogate 80, Influence: Seduction 76, Lore: Strategy 60, Perception 65, Read Runes 54, Ride 35, Stalk/Hide 80, Swim 30, Use Items 54.
MERP Spells (96 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th), Earth Law (10th), Ice Law (10th), Light Law (10th), Fire Law (10th), Lofty Bridge (10th), Water Law (10th), Living Change (10th), Wind Law (10th),

Finduilas in Rolemaster

Hits: 101 Melee OB: 98ra Missile OB: n/a
AT: None(35)
RM Profession: Mage,
RM Stats: Co 74, SD 40, Ag 92, Me 98, Re 93, St SI, Qu 93, Pr 99, In 95, Em 52.
RM Skills: Attunement 54, Climb 5, Interrogation 80, Perception 65, Ride 35, Runes 54, Seduction 26, Stalk/Hide 80, Swim 30, Tactics 60.
RM Spells (96 PPs): Rune Mastery (10th), Unbarring Ways (10th), Elemental Shields (10th), Delving Ways (10th), Living Change (10th), Spirit Mastery (10th), Spell Reins (10th), Gate Mastery (10th), Fire Law (10th), Ice Law (10th), Earth Law (10th), Light Law (20th), Wind Law (20th), Water Law (20th), Light Molding (10th), Liquid-Gas Skills (10th), Evasions (10th), Dark Contacts (10th), Mind Destruction (10th), Confusing Ways (10th).
Appearance: 74.

Finduilas in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 0, Melee OB 4, Missile OB 0, General 4, Subterfuge 3, Perception 4, Magical 6, Endurance 63.
LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.
LOR Experience: 4,600.

Finduilas' Principal Items

Finduilas' Rod: casts lightning bolts.
MERP/RM: *Lightning Bolts* 4x/day.
LOR: casts *Lightning Bolt* 4x/day (resolve like a *Fire Bolt*).
Ring.
MERP: +10 to Directed Spells, +5 to Base Spells, x3 multiplier.
RM; +10 to all Directed Spell attacks, +5 to base spell casting, x3 Essence multiplier.
LOR: +2 Magical, +15 Endurance.
Rapier.
MERP/RM: +15 OB.
LOR: +2 Damage.
Robes,
MERP/RM: +15 DB.
LOR: +2 Defense with no other penalties.
Pearl Necklace: gives her the initiative 50% of the time automatically.

HALLAS, ERNIL OF DOL TINARË

Hallas is aging, even for a Dúnadan, having reached his 164th year. This may be attributed to the presence of royal blood on both sides of his family; but in the last three years Hallas has lost his muscle tone and his teeth, and gained a pot belly. Hallas now wears his nightshirt on all but unavoidable occasions of state. His wispy white hair and rheumy eyes belie his status as a lord of the Dúnedain.

Hallas does not cling to life through pride or fear, for the one thing he has not lost is his wits. In his prime, he was ruthless and avaricious and almost always on the winning side. Hallas largely restored the fortunes of his house from the nadir reached during the reigns of the Fëotari Canotars. In so doing, he strayed from the path of righteousness many times, and Hallas has determined to do one good deed before he dies. Ever practical, he has two options: ridding Cardolan of the Warlord, or restoring the ruined festival city of Arnach, north of Metraith, to its former glory. Hallas' determination is often mistaken for senile obsession, but the old wolf is probably "good for one last bite," as he is fond of telling his impatient heirs.

Family and Connections

Five of the Tinarë survived the plague: Hallas' fifth son and heir, Lord Celedur Tinarë; his grandsons by his elder son, Faradil Tielagal and Barahir Oroburam; and Lóranna, Faradil's daughter and only child. Celedur rules the principality on a day-to-day basis. Faradil oversees the family's business affairs in Tharbad; he attempted to murder Celedur a few years ago and would be arrested and killed, if he returned home. Lóranna has dwelt with distant relations in Arthedain for several years to finish her education; she will soon return to Cardolan. Gossips wonder if she will be as devious as the rest of her clan.

HALLAS, ERNIL OF DOL TINARE

Level: 19.
Race: Dúnadan.
Home: Thalion Palace, on the south side of Metraith and the junction of the Redway and North Road.

Hallas in **MERP**

Hits: 74 Melee OB: 83 Missile OB: 67 AT:Plate(15)
MERP Profession: Warrior.
MERP Stats; Co 77, Ag 54, Ig 90, St 83, Pr 28, It 94.
MERP Skills: Adrenal Defense 50 (but 50% chance of **an** "A" unbalancing crit), Art: Music 54, Climb -25, Craft: Navigate 60, Perception 55, Ride 45, Runes 20, Sky Watching 40, Stalk/ Hide 30, Swim 10.
MERP Spells (19 PPs): Physical Enhancement (5th), Illusions (5th), Spell Ways (5th), Essence's Ways (5th), Spirit Mastery (5th), Essence Perceptions (5th),

Hallas in Rolemaster

Hits: 74 Melee OB: 83ss *Missile* OB: 671b AT: 20(15)
RM Profession: Rogue.
RM Stats: Co 77, SD 92, Ag 54, Me 62, Re 91, St 83, Qu 44, Pr 28, In 94, Em 90.
RM Skills: Adrenal Defense 50 (but 50% chance of an "A" unbalancing crit). Climb -25, Music 54, Navigation 60, Perception 55, Ride 45, Runes 20, Stalk/Hide 30, Star Gazing 40, Swim 10.
RM Spells (19 PPs): Delving (5th), Cloaking (5th), Self Healing (5th), Detections (5th), Illusions (5th), Spell Resistance (5th).
Appearance: 25.

Hallas in LOR

LOR Profession: Warrior.
LOR Stats: Strength 2, Agility I, Intelligence I, Movement 0, Defense 2, Melee OB 5, Missile OB 4, General 6, Subterfuge 5, Perception 4, Magical 2, Endurance 96.
LOR Spells: Camouflage, Item Analysis, Healing, Protection from Magic.
LOR Experience: 5,700.

Hallas' Principal Items

Mithril Shortsword.
MERP/RM: +20 OB.
LOR: +3 Damage.
Plate Armor. 50% of normal weight.
MERP/RM: +10 DB (half encumbrance pen).
LOR: +4 Defense, -I Subterfuge, -I Movement, -I Magical.
Shield.
MERP/RM: +5 DB.
LOR: +2 Defense, -I Magical.
Medallion; enchanted.
MERP/RM: +50 to perceive lies/forgeries.
LOR: +5 Perception versus lies and forgeries.
Eriadan Longbow.
MERP/RM: +15 OB.
LOR: +1 Damage.
"Palmist": a very small book that Hallas' eyes can barely read, containing some of the recorded wisdom of the lords of his house. He can present the center pages of this book to affect a victim.
MERP: *Sign of Stunning, Blinding* or *Death Cloud* each once per day.
RM: *Rune of Absolution, Mini Shock,* or *Blindness,* each 1x/day.
LOR: Each of these effects 1x/day: blindness (target rolls 2d6, add Magical bonus, subtract from 100; result is the number of days the target is blind), mental blast (target takes 10d6 damage and is stunned for half that time in minutes), spirit trapping (target rolls 2d6, adds Magical bonus, subtracts from 100; result is number days spent in a coma).

IMLACH, CANOTAR

Imlach, the new Canotar in Tharbad, is a mature Dúnadan, 6'2" in height, with dark auburn hair and merry hazel eyes. He dresses in the garb of the Gondorian garrison, a chain shirt over a simple white tunic and leggings. It displays the scars that crisscross his limbs. His only adornment is the gold mace, the symbol of his office. Imlach has sold the palatial furnishings of the former Canotar, and given the proceeds to the refugees that swarm in the city. He resides in a simple, spartan chamber in the Ryncaras Tharbad. He is a grim man, but displays an easy humor and a ready, if ribald, wit.

Imlach



Imlach was born a simple yeoman near the town of Linhir in Gondor; he joined the army when his father lost the farm gambling, Imlach made steady progress through the ranks and was noticed by the Prince of Dol Amroth when he rescued two comrades from a burning Corsair galley. Imlach was knighted and again found himself in the wrong place, when his troop was assigned at an outpost upon which the Haradrim descended in great force. The command of the garrison fell to Imlach, because all the other knights and infantry commanders were slain by the enemy. The outpost held for eight days, and Imlach personally slew 23 of the Southrons, His brave persistence was later discovered to have saved the army and the Crown Prince from a terrible ambush, and Imlach became a hero. He was still a peasant, though, and did not fit well in the court at Minas Tirith. When the previous Canotar at last grew disgusted with Tharbad, the post seemed a likely spot to dispose of Imlach. He is utterly unprepared for this assignment, armed only with a sense of fair play, common sense, and infallible courage.

IMLACH, CANOTAR

Level: 14.
Race: Dúnadan.
Home: Tharbad, in the Ryncaras Tharbad, the castle on the south bridge.

Imlach in MERP

Hits: 165 Melee OB: 132 Missile OB: 96
AT: Chain (50)
MERP Profession: Warrior.
MERP Stats: Co 97, Ag 92, Ig 75, St 100, Pr 59, It 90.
MERP Skills: Athletic: Subdue 40, Climb 35, Cookery 50, Craft: Smith 60, Perception 25, Ride 45, Sky Watching 35, Stalk/Hide 10, Swim 40, Tumbling 35.

Imlach in Rolemaster

Hits: 165 Melee OB: 132fa Missile OB: 961cb
AT: 13(50)
RM Profession: Fighter.
RM Stats: Co 97, SD 94, Ag 92, Me 78, Re 67, St 100, Qu 86, Pr 59, In 90, Em 81.
RM Skills Climbing 35, Cookery 50, Perception 25, Riding 45, Smithing 60, Stalk/Hide 10, Subduing 40, Swimming 40, Tumbling 35, Weather Watching 35.
Appearance: 89.

Imlach in LOR

LOR Profession: Warrior.
LOR Stats: Strength 3, Agility 1, Intelligence 0, Movement 0, Defense 1, Melee OB 6, Missile OB 4, General 3, Subterfuge 2, Perception 3, Magical 0, Endurance 119.
LOR Experience: 3,200.

Imlach's Principal Items

Falchion.
MERP/RM: +15 OB, +25 to parry.
LOR: +2 Damage, +2 Defense.
Helm: reinforced with mithril.
MERP/RM: Negates 40% of head crits.
LOR: +1 Defense with no other penalties.
Chain Shirt.
MERP/RM: +10 DB.
LOR: +3 Defense, -2 Subterfuge, -2 Movement, -2 Magical.
Light Crossbow,
MERP/RM: +10 OB.
LOR: +1 Damage.
Shield.
MERP/RM: +5 DB.
LOR: +2 Defense, -1 Magical.
Vial of Healing Potion: 4 doses.
MERP: *Heal 50* and *Clotting V* (simultaneous).
RM: *Heal 5-50* and *Flowstap V* (simultaneous).
LOR: Heals all wounds.

KING LANAIGH OF SARALAINN

King Lanaigh's great-great-grand father was Gordaigh Trollbane, a man of unknown lineage and unlimited ambition, the founder of the Kingdom of Saralainn. Though Gordaigh was a stranger to his realm, Lanaigh is fully acculturated as a clansman. Lanaigh stands 5'9" tall and has deeply-tanned skin and a mop of black hair which conceals his gaudy golden crown when the wind is blowing. Lanaigh is not nearly as good an orator as he thinks he is, although he's somewhat accomplished. Lanaigh is boisterous: one of his unfortunate but favorite pranks is to throw stillborn lambs out of upper-story windows at people. He has a fast and hot temper, but it passes as quickly as a thunderstorm.

Lanaigh is no fool, however, for he is exactly the kind of ruler that his people desire; one who will wrestle in the mud with you and buy you a keg of ale if you win. There have probably been more rebellions in Lanaigh's reign than in that of any of his predecessors, but only one has been serious: that of the False Kennegh, in which the Beffraen participated. When sober, Lanaigh is an astute politician, which has been necessary for his realm to prosper in its peculiar fashion in the dangerous lands of Cardolan.

Lanaigh's only trustworthy family member is his cousin Fiorel, described below.

KING LANAIGH OF SARALAINN

Level: 14.
Race: Dunlending.
Home: Saralainn; he and his retinue travel continuously among the camps of the clans.



Lanaigh in MERP

Hits: 142 Melee OB: 137 Missile OB: 72
AT: Soft Leather (20)

MERP Profession: Warrior.

MERP Stats: Co 97, Ag 92, Ig 75, St 98, Pr 90, It 82.

MERP Skills: Ambush 10, Athletic: Sports 76, Disarm Traps 20, Foraging SO, Influence: Public Speaking 45, Lore: Herbs 35, Perception 25, Ride 15, Stalk/Hide 45, Trap Building 20.

Lanaigh in Rolemaster

Hits: 142 Melee OB: 137wm Missile OB: 72sb
AT: 8 (20)

RM Profession: Fighter.

RM Stats: Co 97, SD 68, Ag 92, Me 57, Re 77, St 98, Qu 92, Pr 90, In 84, Em 75.

RM Skills: Ambush 10, Athletic Games 76, Disarm Traps 20, Foraging 50, Herb Lore 35, Perception 25, Public Speaking 45, Riding 15, Stalk/Hide 45, Trap Building 20.

Appearance: 70.

Lanaigh in LOR

LOR Profession: Warrior.

LOR Stats: Strength 3, Agility 2, Intelligence 0, Movement 0, Defense 1, Melee OB 6, Missile OB 3, General 3, Subterfuge 3, Perception 1, Magical -1, Endurance 108.

LOR Experience: 3,200.

Lanaigh's Principal Items

Armband of Strength.
MERP/RM: +20 St Bonus for 3 rounds (4x/day)
LOR: +2 Strength 4 times per day.

War Mattock: Two handed.
MERP/RM: Triple concussion damage when a puncture critical is given.
LOR: Double damage.

Heavy hides: worn as armor.
MERP/RM: +10 DB.
LOR: +2 Defense, -1 Subterfuge, -1 Movement.

Totem: Dunnish, worn around the neck.
MERP/RM: +20 on all RRs.
LOR: +2 Magical (defensive use only).

Short Bow,
MERP/RM: +5 OB.
LOR: +1 Damage.

PELENDUR, HIR TYRN GORTHAD

In Pelendur, there seems to have been born the ideal of a lord of the Dúnedain. An impressive man with jet black hair and grey eyes, he could pass for one the Kings of old . He stands 6'7" tall and is almost always found in the burnished cuirass and greaves that are ancient heirlooms of his family. There is a definite weariness in his bearing and his eyes though, for Pelendur bears a heavy burden. He guards one of the most sacred lands in Endor, the tombs of the Kings of the Edain, dating back to the dim mists of the Elder Days, against the Undead spirits that seek to take possession of this hallowed ground.

Pelendur is a soft-spoken man who treats King and cotter with equal honor. He participates in the intrigues of the other Princes as he must to maintain his charge, but this distresses him. A master of ancient lore and languages, he is clearly the Prince held in highest regard by the Elves.

Family and Connections

The Lady Pelenwen, Pelendur's sister, is the only other survivor of the line of the Hiri Tyrn Gorthad. They have distant relatives in Fornost who keep them informed of events in the Arthadan capital, and they count Prince Arvegil of Arthedain, Gandalf the Grey, and the Brethren Elladan and Elrohir among their friends.

Pelendur, Hir Tyrn Gorthad

Level: 15.
Race: Dúnadan.
Home: Minas Malloth, east of the Barrow-downs, at the end of a road that intersects the Men Formen at Gamuthill village.

Pelendur in MERP

Hits: 114 Melee OB: 128 Missile OB: 112 AT: Plate (60)
MERP Profession: Warrior.
MERP Stats: Co 80, Ag 90, Ig 89, St 94, Pr 90, It 96.
MERP Skills: Ambush 8, Caving 40, Disarm Traps 40, Influence: Leadership 50, Lore: Heraldry 35, Lore: Tactics 60, Perception 60, Pick Locks 20, Ride 80, Stalk/Hide 54.
MERP Spells (30 PPs): Spell Ways (5th), Physical Enhancement (5th), Spirit Mastery (5th), Illusions (5th).

Pelendur in Rolemaster

Hits: 114 Melee OB: 128bs Missile OB: 112lb AT: 18(60)
RM Profession: Fighter.
RM Stats: Co 80, SD 91, Ag 90, Me 66, Re 92, St 94, Qu 69, Pr 85, In 96, Em 92.



Pelendur

RM Skills: Ambush 8, Caving 40, Disarm Traps 40, Heraldry 35, Leadership 50, Perception 60, Pick Locks 20, Riding 80, Stalk/Hide 54, Tactics 60.
RM Spells (30 PPs) Dispelling Ways (5th), Spell Wall (5th), Unbarring Ways (5th) Elemental Shields (5th),
Appearance: 97.

Pelendur in LOR

LOR Profession: Warrior.
LOR Stats: Strength 3, Agility 1, Intelligence 1, Movement 0, Defense 1, Melee OB 6, Missile OB 5, General 4, Subterfuge 3, Perception 3, Magical 0, Endurance 96.
LOR Spells; Protection from Magic, Luck
LOR Experience: 4,500.

Pelendur's Principal Items

Broadsword: gives off light on command.
MERP/RM: +15 OB, "of Slaying" Undead.
LOR: +1 Damage, +1 Melee OB.
Steel Bow: Númenórean, double normal range.
Amulet.
MERP/RM: +25 RRs vs. Channeling magic.
LOR: +2 Magical.
Chain Armor: with metal breastplate.
MERP/RM: +15 DB.
LOR: +4 Defense, -2 Subterfuge, -2 Movement, -2 Magical.
Greaves: non-encumbering.
MERP/RM: negates 40% of arm criticals.
LOR: +1 Defense with no other penalties.
Oval shield.
MERP/RM: +5 DB.
LOR: +1 Defense, -1 Magical.

ARDAGOR THE WARLORD

Not all of the hideous experiments in Dol Guldur conducted by the Necromancer (Sauron) were as successful as those that produced the Uruk-hai and the Olog-hai. The Warlord is one of the failures, an abomination, the result of mixing Troll and Elvish seed. As had been intended by his maker, the Warlord is a lover of cruelty and dark learning. He is both a fearsome warrior, as is widely known, and a passable sorcerer, which few suspect. He also has a pathological hatred of Orcs, and when seeing one will fall upon it and rend it to pieces. This could have been merely a humorous foible, but the Warlord could not restrain this habit even when in the presence of his Dark Master. He was therefore sent to the Witch-king. The Witch-king at last found a use for him when a batch of Hill Trolls proved unamenable to military discipline. The Witch-king gave them to the Warlord and unchained the lot in the general direction of Cardolan. This has proven far more useful than expected.

Black of skin and 7'8" tall, the Warlord's body and limbs are finely proportioned, but his face and head are as misshapen as that of the ugliest Troll. He wears a stout iron ring around his neck that is imbued with the permanent illusion of a black horned helmet. The Warlord is a skilled negotiator and, sad to say, has secret dealings with many of his fellow Cardolani Princes.

Ardagor the Warlord

Level: 21.
Race: Half-elf/Half-troll.
Home: Creb Durga, in central Minhiriath.

Ardagor in MERP

Hits: 236 Melee OB: 145 Missile OB: n/a AT: Rigid Leather (40)
MERP Profession: Mage.
MERP Stats: Co 100, Ag 100, Ig 74, St 93, Pr 101, It 80.
MERP Skills: Acrobatics 50, Craft: Trap Building 84, Lore: Traps 65, Perception 40, Ride 5, Stalk/Hide **55.**
MERP Spells (63 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Ice Law (10th), Water Law (10th) Living Change (10th), Wind Law (10th),

Ardagor in Rolmaster

Hits: 236 Melee OB: 145th Missile OB: n/a AT: 11 (40)
RM Profession: Mystic.
RM Stats: Co 100, SD 90, Ag 100, Me 63, Re 76, St 93, Qu 54, Pr 101, In 77, Em 99.
RM Skills: Acrobatics 50, Perception 40, Riding 5, Stalk/Hide 55, Trap Building 84, Trap Lore 65.
RM Spells (63 PPs): Brilliance (10th), Illusions (10th), Shifting (10th), Movement (10th), Solid Manipulation (10th), Mind's Door (10th), Hiding (20th), Confusing Ways (20th), Liquid Alteration (20ch), Gas Alteration (20th).
Appearance: 22.

Ardagor in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 1, Intelligence 2, Movement 1, Defense 0, Melee OB 7, Missile OB 0, General 4, Subterfuge 3, Perception 3, Magical 5, Endurance 80.
LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.
LOR Experience: 6,300.

Ardagor's Special Powers

Knowledge of Orc Smells,
MERP/RM: +20 Perception to detect Orcs by their smell alone.
LOR: Automatically smells any Orcs in area.

Ardagor's Principal Items

Two-handed Sword,
MERP/RM: +10 OB, double concussion damage when a critical is delivered.
LOR: +3 Damage, +1 Melee OB.
Neckband: gives the illusion of a helmet.
MERP/RM: +20 DB.
LOR: +2 Defense with no other penalties.
Amulet.
MERP/RM: +20 on all RRs.
LOR: +2 Magical (in defense only).
Wand.
MERP/RM: casts *Fireball*(+20 OB), 10 uses.
LOR: casts *Fire Bolt* (+2 Damage, after other modifications), 10 uses.
Sandals: double the range of his leaps.



Ardaagor

10.2.2 LESSER POWERS

BEMAKINDA

Bemakindais descended from the ancient Northron mercenaries of Cardolan. He is moderately tall at 6'2" and is rarely seen in anything but his short hauberk of silvered mail. Bemakinda is growing old, and his long, once-golden locks, are fading to white, Bemakinda served as the leader of the forces of the cantons of Fëotar in their wars against encroachments of Tinarë, Rhudaur, and Gondor. His success can be measured by the relatively small territories lost by the sometimes anarchic levies of Fëotar. Bemakinda lost all his sons in these wars, and the rest of his kin during the Plague Years, He retired to his house in the countryside and no longer plays a part in local affairs. The Cantons will still turn to him in a crisis, and he retains his reputation as the finest swordsman in Cardolan.

BEMAKINDA

Level: 17.

Race: Eriadan (Immigrant Northman).

Home: Brothers Steading, a farm in Fëotar in eastern Cardolan.

Bemakinda in MERP

Hits: 155 Melee OB: 150 Missile OB: 65 AT: Chain (20)

MERP Profession: Warrior.

MERP Stats: Co 94, Ag 90, Ig 83, St 100, Pr 90, It 81.

MERP Skills: Lore: Strategy 55, Lore: Tactics 45, Perception 30, Ride 45, Stalk/Hide 25.

Bemakinda in Rolemaster

Hits: 155 Melee OB: 15Obs Missile OB: 65cb AT: 13(20)

RM Profession: Fighter.

RM Stats: Co 94, SD 95, Ag 77, Me 59, Re 85, St 100, Qu 98, Pr 90, In 85, Em 67.

RM Skills: Military Organization 55, Perception 30, Riding 45, Stalk/Hide 25, Tactics 45.

Appearance: 90.

Bemakinda in LOR

LOR Profession: Warrior.

LOR Stats: Strength 4, Agility 1, Intelligence 0, Movement 0, Defense 1, Melee OB 8, Missile OB 4, General 2, Subterfuge 3, Perception 2, Magical -1, Endurance 127.

LOR Experience: 5,100.

Bemakinda's Principal Items

Broadsword.
MERP: +20 OB, secondary Electrical crits.
RM: +20 OB, delivers an Electrical crit of equal seventy.
LOR: +3 Damage, +1 Melee OB.

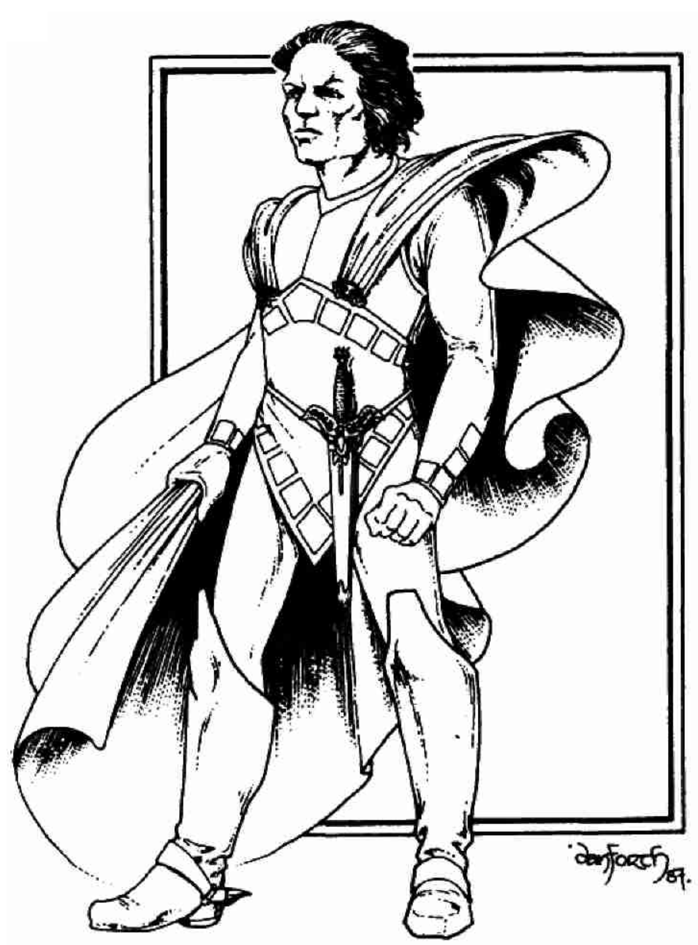
Chain Shirt.
MERP/RM: +10 DB, negates 1 crit 2x/day.
LOR: +3 Defense, -2 Subterfuge, -2 Movement, -2 Magical, +20 Endurance.

Gauntlets of Strength: bewstoTrollish strength.
MERP/RM: +20 ST/St bonus for three rounds (usable twice a day).
LOR: +2 Strength twice per day (lasts for 3 combat rounds).

ECHORION, HIR GIRITHLIN

Echorion, Hir

Echorion is 24 years old, three years shy of his majority. A man of little natural charisma, unimpressive in height or physique, he compensates with his refined bearing. Echorion has spent most of his life as a hostage in Arthedain, the result of a foolish war that his grandfather started and that cost his father his life. He has become deeply steeped in the mystique of the Requain Erain. Echorion pictures himself as a Knight Errant, with the quest of destroying the evils that infest Cardolan. He is, however, a man of considerable intelligence, who is likely to quickly absorb and adapt to the reality he will find, if he ever succeeds in becoming baron.



ECHORION, HIR GIRITHLIN

Level: 9.
Race: Dúnadan.
Home: Barad Girithlin, in northwestern Minhiriath.

Echorion

Hits: 107 Melee OB: 97 Missile OB: 67
AT: Plate (60)
MERP Profession: Warrior.
MERP Stats: Co 76, Ag 95, Ig 80, St 98, Pr 84, It 53.
MERP Skills: Ambush 2, Art: Singing 40, Athletic: Rowing 50, Athletic: Sailing 30, Disarm Traps 25, Perception 20, Ride 67, Stalk/Hide 15, Swim 40, Weapon: Mounted Lance 114.
MERP Spells (18 PPs): Surface Ways (5th), Spell Defense (5th), Bone/Muscle Ways (5th), Organ Ways (5th).

Echorion in Rolemaster

Hits: 107 Melee OB: 97bs Missile OB: 67cb
AT: 19(60)
RM Profession: Fighter.
RM Stats: Co 76, SD 90, Ag 96, Me 72, Re 81, St 98, Qu 91, Pr 84, In 53, Em 96.
RM Skills: Ambush 2, Disarm Traps 25, Perception 20, Riding 67, Rowing 50, Sailing 30, Singing 40, Swimming 40, Stalk/Hide 15, Weapon: Mounted Lance 114
RM Spells (18 PPs): Barrier Law (5th), Concussion's Ways (5th), Plant Mastery (5th), Animal Mastery (5th).
Appearance: 93.

Echorion in LOR

LOR Profession: Warrior.
LOR Stats: Strength 3, Agility 1, Intelligence 0, Movement 0, Defense 1, Melee OB 6, Missile OB 4, General 3, Subterfuge 1, Perception 1, Magical 0, Endurance 75.
LOR Spells: Healing, Charm Animal.
LOR Experience: 2,700.

Echorion's Principal Items

Half-plate Armor.
MERP/RM: +15 DB.
LOR: +4 Defense, -3 Subterfuge, -3 Movement, -2 Magical.
Shield.
MERP/RM: +10 DB.
LOR: +2 Defense, -1 Magical.
Wooden Lances: six of them.
MERP/RM: +10 OB.
LOR: +3 Damage.
Composite Bow.
MERP/RM: +10 OB.
LOR: +1 Damage.
Arthadan Broadsword.
MERP/RM: +10 OB.
LOR: +2 Damage.
Silver Ring: received as a gift from Queen Liriel of Arthedain.
MERP: gives him one spell point per level (in spite of his low stat), x2 multiplier.
RM: gives him one spell point per level (in spite of his low stat), x3 Channeling multiplier.
LOR: +25 Endurance.

FIOREL, THE MACTOSH OF MACTOSH

Fiorel is the cousin of King Lanaigh and the Chieftain of the Royal Clan. He is in almost every way the opposite of his kinsman. Reserved and cautious, Fiorel has been the steady hand at the helm while his cousin is off carousing; he oversees most of the financial and external affairs of the kingdom. Although exceptionally loyal, he is nonetheless nursing a grudge for the still painful burns he received when the King threw him in a kettle of stewing mutton. He might now be compromised, but Fiorel is engrossed in concerns over the unrest among the refugees in Sudúri

Fiorel is undistinguished in appearance, standing a mere 5'4" tall, with dirty blond hair and a bad complexion. He likes to wear Númenórean robes, and does so whenever affairs of state will permit. Fiorel lacks the strength to wield a pole-axe or a two-hand sword, and he is also cursed with a high-pitched nasal voice—yet those who have insulted him have discovered that he is quicker than a cat. He wields a dagger in each hand with equal skill. Few of his foes escape without the loss of at least an ear.

FIOREL, THE MACTOSH OF MACTOSH

Level: 12.
Race: Dunlending.
Home: A Mactosh clanhold near Sudúri in Saralainn.

Ficrel in MERP

Hits: 97 Melee OB: 95 Thrown OB: 90
AT: None (35)
MERP Profession: Scout.
MERP Stats: Co 81, Ag 100, Ig 90, St 33, Pr 93, It 95.
MERP Skills: Acrobatics 40, Climb 60, Craft: Fishing 30, Craft: Herding 30, Influence: Public Speaking 35, Lore: Diplomacy 30, Perception 30, Ride 20, Stalk/Hide 100, Swim 35.

Fiord in Rolemaster

Hits: 97 Melee OB: 95da Thrown OB: 90th da
AT: 4 (35)
RM Profession; Thief.
RM Stats: Co 81, SD 77, Ag 100, Me 87, Re 90, St 33, Qu 100, Pr 93, In 96, Em 84.
RM Skills: Acrobatics 40, Climbing 60, Diplomacy 30, Foraging 30, Herding 30, Perception 30, Public Speaking 35, Ride 20, Stalk/Hide 100, Swim 35.
Appearance: 41.

Fiorel in LOR

LOR Profession: Ranger.

LOR Stats; Strength I, Agility I, Intelligence I, Movement 0, Defense I, Melee OB 5, Missile OB 5, General 3, Subterfuge 6, Perception 3, Magical I, Endurance 83.

LOR Experience: 3,600.

Fiord's Principal Items

Daggers: four of them.
MERP/RM: +20 OB.
LOR: +0 Damage.

Hide Armor.
MERP/RM: +10 DB.
LOR: +2 Defense, -I Subterfuge, -I Movement.

Ring of Invisibility.
MERP/RM: Casts *Invisibility* once per day (lasts for 5 rounds).
LOR: Once per day, the wearer (and all held items) becomes invisible for I minute.

OLBY

Olby is the leader of the unrest in Sudúri (see Section 12.6). A refugee from Osgiliath, he fled west during the Great Plague. He stands 5'7" call, with closely cropped black hair, and generally appears in the attire of a well-off townsman; he has also been known to wear royal robes or armor. Little is known of his origins, for Olby caught the Plague and passed into a strange delirium. He now believes that he is Turin, the dead son of the deceased King Telemnar of Gondor; both were believed to have perished in the Plague. The best guess is that he was a minstrel, for he knows something of ancient tongues and is an awesome public speaker even by the standards of the Saralainn clansmen.

Olby's total ignorance of the use of arms obscures his explanation for his altered appearance: he was bewitched for his own protection. Olby's mission is to save the Gondorians still in the North from their oppressors before he returns home to reclaim his crown. There is no lack of refugees happy to take advantage of Olby's delusions and abilities.

OLBY

Level 6.
Race; Gondorian Commoner.
Home: Sudúri, in Saralainn.

Olby in MERP

Hits: 62 Melee OB: 30 Missile OB: n/a
AT: None (20)

MERP Profession: Warrior.

MERP Stats: Co 71, Ag 84, Ig 86, St 66, Pr 100, It 50.

MERP Skills: Art: Juggling 35, Art: Sing 55, Influence: Public Speaking 80, Influence: Seduction 40, Perception 40, Ride 15, Stalk/Hide 30.

Olby in Rolemaster

Hits: 62 Melee OB: 30cl Missile OB: n/a
AT: I (20)

RM Profession: Rogue.

RM Stats: Co 71, SD 84, Ag 86, Me 94, Re 82, St 66, Qu 78, Pr 100, In 45, Em 97.

RM Skills: Juggling 35, Perception 40, Public Speaking 80, Riding 15, Seduction 40, Singing **55,** Stalk/Hide 30.

Appearance: 80.

Olby in LOR

LOR Profession: Warrior.

LOR Stats: Strength 2, Agility I, Intelligence I, Movement 0, Defense I, Melee OB 3, Missile OB 2, General 4, Subterfuge 2, Perception 3, Magical -I, Endurance 55.

LOR Experience: 1,800.

Olby



Olby's Special Powers

Natural Resistance: Since his illness, Olby has become strangely resistant to magic and illness.

MERP/RM: +50 to all RRs.

LOR: If the character ever has to roll a resistance to magic or illness, he gains a bonus of 5.

Exudes Clumsiness: All hostile forces within 30' of Olby tend to find themselves a little less graceful.

MERP: Once per day, all enemies within radius must resist a 15th level attack or have all fumble ranges doubled (including maneuvers, spell casting, attacks, etc.).

RM: Once per day, all enemies within radius must resist a 15th level Mentalism attack or have all fumble ranges doubled (including maneuvers, spell casting, attacks, etc.).

LOR: All enemies within radius have their Agility temporarily lowered by 2.

Olby's Principal Items

Odds & Ends: Olby's followers give him many gifts, valuable or magical, none of which he can use.



Pelenwen

PELENWEN

The twin sister of the Hir Tyrn Gorthad, Pelenwen is considered the most beautiful of the women of Cardolan. She is also the most eligible, for her brother has not married. This ignores her intrinsic virtues as an accomplished cleric, skills that are desperately needed in the Barrow-downs. In her own way, Pelenwen is as devoted to the realm as is her brother, and she is not inclined to marry.

As noted, Pelenwen is lovely; her skin is pale, offsetting her black hair, which is usually braided and falls below her waist. Shy, her quiet manner adds to her beauty for many. She stands an elegant 6' tall, and favors simple white dresses. These qualities belie her grit and determination, since Pelenwen often accompanies forays against wight-infested barrows.

PELENWEN

Level: 11.

Race: Dúnadan.

Home: Minas Malloth, southeast of Bree and east of the Barrow-downs.

Pelenwen in MERP

Hits: 132 Melee OB: 94 Missile OB: 25 AT: None (20)

MERP Profession: Animist.

MERP Stats: Co 98, Ag 92, Ig 90, St 49, Pr 101, It 99.

MERP Skills: Art: Acting 35, Caving 30, Climb 20, Craft: Embroidery 55, Disarm Traps 15, First Aid 50, Influence: Leadership 60, Perception 55, Ride 45.

MERP Spells (66 PPs): Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (to 10th level), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Pelenwen in Rolemaster

Hits: 132 Melee OB: 94qs Missile OB: 25sl AT: I (20)

RM Profession: Healer.

RM Stats: Co 98, SD 90, Ag 92, Me 95, Re 76, St 49, Qu 78. Pr 101, In 99, Em 87.

RM Skills: Acting 35, Caving 30, Climbing 20, Crafting: Embroidery 55, Disarm Traps 15, First Aid 50, Leadership 60, Perception 55, Ride 45.

RM Spells (66 PPs): Channels (20th), Summons (20th), Communal Ways (20th), Repulsions (20th), Organ Ways (20th), Blood Ways (20th), Barrier Law (10th), Detection Mastery (10th), Sound's Way (10th), Calm Spirits (10th), Creations (10th), Symbolic Ways (10th).

Appearance: 100.

Pelenwen in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 0, Melee OB 5, Missile OB 1, General 3, Subterfuge 1, Perception 3, Magical 3, Endurance 86.

LOR Spells: Shield, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal

LOR Experience: 3,300.

Pelenwen's Special Powers

Fear Resistance: Pelenwen is immune to the fear of Barrow-wights and Wargs (and is resistant other fear-type effects).

MERP/RM: Resists all fear type effects at twice level (completely immune to fear from Barrow-wights and Wargs).

LOR: Gets a +5 on all rolls to resist fear-type effects (completely immune to fear from Barrow-wights and Wargs).

Pelenwen's Principal Items

Pelenwen's Ring.

MERP/RM: Acts as a +5 adder for healing spells only.

LOR; Doubles the effects of all *Healing* spells.

Elvish Brooch.

MERP: A x3 multiplier; allows wearer to maintain "concentration" spells without concentrating (this ability is usable 4x/day),

RM: A x3 Channeling multiplier; allows wearer to maintain "concentration" spells without concentrating (this ability is usable 4 times per day).

LOR: +15 Endurance, doubles the duration of all spells.

Mithril Earrings: allow two automatically successful acrobatic maneuvers each day, as long as the wearer is physically capable of the actions.

Quarterstaff.

MERP/RM: +10 OB.

LOR: +2 Damage.

Sash.

MERP/RM: +10 DB.

LOR: +1 Defense with no other penalties.

Necklace.

MERP/RM: Negates 30% of all head criticals.

LOR: +1 Defense with no other penalties.

Sling Bullets: she always carries a dozen silver sling bullets (blessed).

MERP/RM: +5 versus undead and evil spirits.

LOR: +1 Damage versus Undead things and evil spirits.

SHERL, ORACLE OF THE BEFFRAEN

Little is known of Sherl to the outside world, but she is the first person in many generations capable of instilling a common purpose in the tribes of the Rast Vorn. She has demonstrated an extraordinary visionary power that is greatly revered among the Beffraen. Though Sherl is a woman, hers is a male profession, and Sherl has been raised as a male and is treated as such on all occasions. Sherl has a persistent and troubling foreboding of some dire future peril in which the Beffraen must cooperate with outsiders. She therefore provides some assistance to the False Kennegh. Kennegh was a half-Beffraen son of the third King of Saralainn who led a major revolt. The False Kennegh is a Half-orc who claims to be the original lord of his adopted folk. Sherl provides him with just enough aid to continue his operations, in order to learn more of the strange world beyond the Eryn Vorn. No stranger has been allowed to see Sherl and live to describe her appearance.

SHERL, ORACLE OF THE BEFFRAEN

Level: 9.

Race: Beffraen.

Home: no fixed residence; travels among the Beffraen villages of the Eryn Vorn.

Sherl in MERP

Hits: 93 Melee OB: 79 Thrown OB: 30 AT: None (25)

MERP Profession: Animist.

MERP Stats: Co 91, Ag 84, Ig 70, St 92, Pr 97, It 101.

MERP Skills: Contortions 40, Craft: Trap Building 40, Forage 20, Lore: Herbs 20, Perception 80, Signalling 45, Sky Watching 60, Stalk/Hide 60.

MERP Spells (54 PPs): Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th), Essence's Way (10th), Essence Perceptions (10th).

Sherl in Rolemaster

Hits: 93 Melee OB: 79sp Thrown OB: 30th sp AT: 3 (25)

RM Profession: Seer.

RM Stats: Co 91, SD 93, Ag 84, Me 72, Re 64, St 92, Qu 86, Pr 97, In 101, Em 51.

RM Skills: Contortions 40, Foraging 20, Herb Lore 20, Perception 80, Signalling 45, Stalk/Hide 60, Trap Building 40, Weather Watching 60.

RM Spells (54 PPs) Detection Mastery (20th) Sound's Way (20th), Light's Way (20th) Herb Mastery (20th), Nature's Lore (20th) Nature's Protection (20th), Past Visions (20th), Mind Visions (20th), True Perception (20th) Future Visions (20th) Sense Through Others (20th) True Sight (20th).

Appearance: 85.

Sherl in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 0, Intelligence 2, Movement 0, Defense 0, Melee OB 4, Missile OB 2, General *2,* Subterfuge 3, Perception 4, Magical 3, Endurance 56.

LOR Spells: Camouflage, Concentration, Item Analysis, Clairvoyance, Luck, Fire Bolt.

LOR Experience: 2,700.

Sherl's Special Powers

Resistant: Sherl's natural gifts make her more resistant to illness and also make her harder to hit (due to the power she draws from supernatural sources).

MERP/RM: +20 to all RRs and to DB.

LOR: +2 Defense (with no other penalties), +2 to all rolls to resist magic and illness.

Power Efficiency: When casting all knowledge and vision-type spells, she expends only half the normal amount of power.

Sherl's Principal Items

Stone of the Oracle.

MERP: x2 multiplier, doubles duration of all forecasting-type spells.

RM: x2 Channeling multiplier, doubles the duration of all information class spells.

LOR: +10 Endurance, doubles duration of all spells.

Spear: black laen tip.

MERP/RM: +10 OB.

LOR: +1 Damage.

10.2.3 THARBAD

ERATIL, CHAMBERLAIN TO THE CANOTAR

The Canotar Imlach's greatest misfortune to date is that Eratil was not replaced as Chamberlain when he took office. Eratil is a native of Tharbad, the heir of a Ragger lieutenant disgraced for cowardice several generations ago. He is an imposing figure; with his fine clothes, dark hair, and height, he could easily pass for a pure-blooded Dúnedain. His office oversees taxes in Tharbad, and his post has proven lucrative for Eratil.

Eratil maintains excellent relations with the smugglers and the Traders Guild, being unpopular with the masses. This might be expected in a town as corrupt as Tharbad, but Eratil has made graft a way of life in the city. He has a reputation as a survivor, although he is allowing his antipathy for Imlach to interfere with his effectiveness.

ERATIL,
CHAMBERLAIN TO THE CANOTAR

Level: 9.

Race: Targil.

Home: Tharbad, on the South Bank.

Eratil



Eratil in MERP

Hits: 105 Melee OB: 75 Missile OB: 60
AT: Rigid Leather (45)
MERP Profession: Scout.
MERP Stats: Co 88, Ag 84, Ig 95, St 83, Pr 84, It 95.
MERP Skills: Ambush 3, Disarm Traps 30, Influence: Diplomacy 35, Influence: Seduction 50, Perception 35, Pick Locks 45, Read Runes 15, Stalk/Hide 40.

Eratil in Rolemaster

Hits: 105 Melee OB: 75ss Missile OB: 60cb
AT: 9 (45)
RM Profession: Rogue.
RM Stats: Co 88, SD 90, Ag 72, Me 94, Re 96, St 83, Qu 93, Pr 84, In 97, Em 78.
RM Skills: Ambush 3, Diplomacy 35, Disarm Traps 30, Perception 35, Pick Locks 45, Read Runes 15, Seduction 50, Stalk/Hide 40.
Appearance: 82.

Eratil in LOR

LOR Profession; Warrior.
LOR Stats: Strength 2, Agility I, Intelligence I, Movement 0, Defense I, Melee OB 4, Missile OB 3, General 3, Subterfuge 2, Perception 3, Magical 2, Endurance 83.
LOR Experience: 2,700.

Eratil's Principal Items

Shortsword: grooved to retain poisons.
MERP/RM: +15 OB.
LOR: +2 Damage.
Wall Shield.
MERP/RM: +5 DB.
LOR: +3 Defense, -I Movement, -I Magical, -I Subterfuge.
Runes of Glamour: eight of them.
MERP: Each casts any one spell from the Illusions list.
RM: Each casts any one spell from the Minor Illusions list.
LOR: Each creates an illusion that must fit within a 10' radius (lasts for I hour).

FARADIL TINARË

Faradil is one of the few High Men of Cardolan to still reside in Tharbad. He is an average specimen of Dúnadan manhood, standing 6'4" tall, with dark brown hair and eyes. He generally wears robes in the city with a sturdy surcoat of mail underneath. An allowance from his grandfather allows him to maintain one of the larger personal bodyguards in the city: thirty well-equipped southerners, solid street-fighting men.

Farad II has a mercurial personality. He was one of the staunchest supporters of the late, lamented Argil. He is currently exiled in Tharbad to escape the wrath of his uncle Celedur, the presumptive heir to Dol Tinarë. (Celedur uncovered Faradil's plot to poison him.) At times, Faradil can be expansive and open—his parties are said to be the best that Tharbad has seen in many years. He can also sulk in his unlit chambers for weeks at a time, and is considered too moody to be relied on in the intrigues of the city. Still, the forces at his disposal make him a key player.

FARADIL TINARE

Level: I4.
Race: Dúnadan.
Home: King's Row, on the island in Tharbad (K3 on the Tharbad map and key).

Faradil in MERP

Hits: 145 Melee OB: 139 Missile OB: 120
AT: Chain (25)
MERP Profession: Warrior.
MERP Stats: Co 87, Ag 92, Ig 78, St 89, Pr 91, It 94.
MERP Skills: Ambush 8, Arc Singing 25, Influence: Administration 35, Influence: Diplomacy 35, Influence: Seduction 45, Influence: Trading 45, Lore: Poisons 30, Lore: Politics 40, Perception 20 (or 50, depending on his mood); Stalk/Hide 40, Weapon: Thrown Dagger 100.

Faradil in Rolemaster

Hits: 145 Melee OB: 139bs Missile OB: 120cp
AT: 13(25)
RM Profession: Rogue.
RM Stats: Co 87, SD 45, Ag 92, Me 70, Re 82, St 89, Qu 95, Pr 91, In 94, Em 71.
RM Skills: Administration 35, Ambush 8, Diplomacy 35, Perception 20 (or 50, depending on his mood); Propaganda 40, Seduction 45, Singing 25, Stalk/Hide 40, Trading 45, Use/Remove Poison 30, Weapon: Thrown Dagger 100.
Appearance: 94.

Faradil in LOR

LOR Profession: Warrior.
LOR Stats: Strength 2, Agility 2, Intelligence 0, Movement 0, Defense I, Melee OB 7, Missile OB 7, General 3, Subterfuge 3, Perception 4, Magical -I, Endurance 116.
LOR Experience: 5,100.

Faradil's Principal Items

Broadsword: causes bleeding wounds.
MERP/RM: +10 OB; 50% of the time, all bleeding wounds are increased in severity by +2/rnd.

LOR: +2 Damage; for every hit, roll 2d6; if the result is a 7, the target will take 1 point of damage every combat round after that hit, until the wound is bandaged or a *Healing* spell is cast.

Chain Shirt: encumbers as leather.
MERP: +15 DB, encumbers as Soft Leather.
RM: +15 DB, encumbers at AT 6.
LOR: +3 Defense, -1 Subterfuge, -1 Movement.

Throwing Daggers: three of them; targets sometimes glow green.
MERP: +10 OB; target must resist a 5th level attack or glow green for 1-10 hours.
RM: +10 OB; target must resist a 5th level Essence attack or glow green for 1-10 hours.
LOR: +0 Damage; roll 2d6 for each target hit; if the result is a 7, the target glows green for 2d6 hours.

Shield: does not use it except when a battle is obviously going to be tough.
MERP/RM: +10 DB.
LOR: +2 Defense, -1 Magical.

Herbs: Faradil also carries numerous herbs (GM's discretion).

SILMARIEN THE MAGE

Also known as the rag-merchant, owner of Silmarien's Used Clothing Shop. After dark she sheds her daylight disguise as an ancient, enfeebled rag-dealer and goes about the city tending to her real business, A tall, stately, sophisticated woman who has to make an effort not to stand out in her walks through Tharbad's poorer quarters, Silmarien is an member of the Hildinolë (see Section 8.4.2) and is connected with the mystical order of the Arumbarlië. She is Gandalfs and Saruman's primary contact in the city. She has excellent relations with most of the wielders of Essence in Tharbad, either in her aged guise or her real identity, and has managed, to date, to avoid attracting the attention of the Witch-king's more intelligent minions. Her willingness to endure such a lonely life is thought remarkable by some people, but her family and philosophical background all prepared her for this struggle; she actually enjoys the subtlety and gamesmanship involved.

Elentiriel, Silmarien's older sister, is currently a captive in Rhudaur (see Section 10.3). Daeros, the mercenary captain, is cousin to Silmarien, but the two seldom meet. She regards his pretensions to the throne of Rhudaur as foolish and works instead toward the defeat of the Witch-king; only when this has been accomplished might her family find justice.



Silmarien the Mage

SILMARIEN THE MAGE

Level: 16 .
Race: Dúnadan, some royal blood.
Home: Tharbad, Thieves Quarter, Silmarien's Used Clothing Shop.

Silmarien in MERP

Hits: 101 Melee OB: 25 Missile OB: 25 AT: None (25)
MERP Profession: Mage.
MERP Stats: Co 66, Ag 78, Ig 95, St 72, Pr 97, It 89.
MERP Skills: Acting 65, Ambush 5, Base Spells 32, Climb 20, Craft: Alchemy 45, Directed Spells 125, Disarm Traps 25, Lore: History of Arnor 50, Lore: Knowledge of Tharbad 50, Perception 60, Pick Locks 25, Read Runes 70, Stalk/Hide 30, Track 30, Use Items 70.
MERP Spells (112 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th level), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th), Earth Law (10th), Ice Law (10th), Light Law (10th), Fire Law (10th), Lofty Bridge (10th), Water Law (10th), Living Change (10th), Wind Law (10th).

Silmarien in Rolemaster

Hits: 101 Melee OB: 25da Missile OB: 25th da AT: 2 (25)
RM Profession: Mage,
RM Stats; Co 66, Ag 81, SD 99, Me 98, Re 95, St 72, Qu 77, Pr 99, In 89, Em 98.
RM Skills: Acting 65, Alchemy 45, Ambush 5, Attunement 70, Climbing 20, Direct Spells (all) 125, Disarm Traps 25, Perception 60, Pick Locks 25, Racial History: Arnor 50, Region Lore: Tharbad 50, Runes 70, Stalk/Hide 30, Tracking 30.
RM Spells (112 PPs): Ice Law (20th), Light Law (20th), Wind Law (20th), Shield Mastery (20th), Spirit Mastery (20th), Essence's Perceptions (10th), Rune Mastery (10th), Unbarring Ways (10th), Lesser Illusions (10th), Elemental Shields (10th), Delving Ways (10th), Invisible Ways (10th), Living Change (10th), Spirit Mastery (10th), Spell Reins (10th), Rapid Ways (10th), Gate Mastery (10th).
Appearance: 98 (22 in disguise).

Silmarien in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 0, Melee OB 2, Missile OB 2, General 4, Subterfuge 2, Perception 3, Magical 4, Endurance 97.
LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.
LOR Experience: 4,800.

Silmarien's Special Powers

Empathy: Silmarien has an empathic link with her sister Elentiriel. She can concentrate and sense her emotions and approximate location virtually any time, although the effort is tiring.
Linguist: Silmarien speaks Blarm, Dunael, Adûnaic and the Elvish tongues.

Silmarien's Principal Items

Bracelets of Til-Cuwen: Originally owned by a favorite entertainer of King Ar-Pharazôn of Númenor, a dancer known for her endurance and bizarre style. Simple silver wristlets, they are easily concealed and allow Silmarien to maintain her disguises without injury. The right bracelet allows free breathing of gas, smoke, and water for 30 minutes per day, and keeps clothing and make-up intact and the body supple through any prolonged physical trial. The left bracelet negates some spell-like effects and gives bonuses to some maneuvers.

MERP/RM: left bracelet negates *Slow* and *Hold* spells, gives a +5 to all moving maneuvers (+10 to all dance/acrobatic maneuvers).

LOR: +1 to tolls resisting effects of magic that slows or impedes movement in any way, +1 to Movement (+2 when performing dancing or acrobatics).

Robes of the Royal Household: an heirloom of the Rhudauran royal line.

MERP/RM: +20 to DB, +10 to RR, and allow any cap worn to protect as a leather helm.

LOR: +3 Defense (with no other penalties).

Princess' Necklace: enchanted mithril chain that is an heirloom of the Rhudauran royal line.

MERP: Casts *Shield* 3 times per *day,* x4 multiplier.

RM: Casts *Shield* 3 times per day, x4 Essence multiplier.

LOR: Casts *Shield* 3 times per day, +20 Endurance.

Sefthane: gem-tipped wand.

MERP/RM: Allows wielder to cast three elemental bolt spells a day without preparation; it can also be used 3 times/day to maintain a concentration spell, providing it is held in the left hand and spellcasting and other work occur with the right. The gem casts any *Light* spell on command, using the wielder's spell points for power.

LOR: Casts *Fin Bolt* three times per day; doubles duration on all other spells cast; emits a light on command (color and intensity can be chosen when activated).

10.3 LEADERS OF RHUDAUR

KING ERMEGIL STONEARM OF RHUDAUR

A former soldier in the Angmarean army and a lesser descendent of various lords of Arnor, Ermegil is just the sort of thug that the Witch-king would want as his puppet ruler in Cameth Brin, Dark, long legged, square shouldered, and quite hairy, his unshaven face looks like it's seen several fist-fights too many. His dedication to the cause of the Witch-king is questionable, but his hatred of the Dúnedain is not. Brutal, with a booming, snarling manner, driven by emotion in most things, he nonetheless has credible battlefield skill and a knack for convincing mercenaries of his brotherly affection. His not-particularly secret goal is to make Rhudaur a real kingdom again, and if he was as good a civilian administrator as he is a military one, he might have been a long-term threat to somebody. Instead, the peasants under his rule in northern Rhudaur for the last dozen years are oppressed and unproductive, and the Hillmen who are supposed to be the other half of his kingdom and his army are sullen and virtually independent, Ermegil has the capacity to offend almost anyone who doesn't live by his childish, bullying code of ethics. He has the benighted notion that he and his fellow commoner King Lanaigh of Saralainn, a ill-mannered but decent fellow who rules in distant Minhiriath, will some day contest for the rule of all Arnor, after the Elves and "Elf-men" (Dúnedain) have faded away. What Ermegil will probably get is the back of the Witch-king's hand as soon as his chief rival, Rhugga, the Hillman Targ-Arm, loses patience and begins an open revolt.

KING ERMEGIL STONEARM OF RHUDAUR

Level: 17.

Race: Mixed Dúnadan/Eriadoran.

Home: Cameth Brin, the royal keep of Rhudaur.

Ermegil in MERP

Hits: 150 Melee OB: 180 Thrown OB: 80 AT: Plate (45)

MERP Profession: Warrior.

MERP Stats: Co 97, Ag 79, Ig 75, St 100, Pr 91, It 32

MERP Skills: Ambush 12, Athletic: Tumbling 45, Influence: Administration 20, Influence: Diplomacy 40, Influence: Public Speaking 40, Lore: Strategy and Tactics 50, Perception 30, Ride 60, Stalk/Hide 40, Trickery 35.

MERP Spells (17 PPs): Detection Mastery (10th), Nature's Ways (10th), Spell Defense (10th).

Ermegil in Rolemaster

Hits: 150 Melee OB: 180ba Thrown OB: 80th ha AT: 18 (45)

RM Profession: Fighter.

RM Stats: Co 97, Ag 60, SD 44, Me 55, Re 80, St 100, Qu 94, Pr 91, In 32, Em 30.

RM Skills: Administration 20, Ambush 12, Diplomacy 40, Perception 30, Public Speaking 40, Riding 60, Stalk/Hide 40, Tactics 50, Trickery 35, Tumbling 45.

RM Spells (17 PPs): Damage Resistance (10th), Detections (10th), Spell Resistance (10th).

Appearance: 41.

King Ermegil



Ermegil in LOR

LOR Profession: Warrior.

LOR Stats: Strength 2, Agility 1, Intelligence 0, Movement 0, Defense 1, Melee OB 9, Missile OB 4, General 3, Subterfuge 6, Perception 2, Magical -1, Endurance 130.

LOR Spells: Healing, Protection from Magic, Item Analysis, Clairvoyance.

LOR Experience: 5,100.

Ermegil's Special Powers

Fearless; Ermegil's experiences and the continuing effects of his magic items have given him a resistance to unnatural *Fear*(like that caused by Undead).

MERP/RM: +100 to all *Fear* RRs.

LOR: Immune to all effects of unnatural *Fear.*

Ermegil's Principal Items

Iron Cleaver: A two-handled battle axe, Iron Cleaver "rings" an opponent's armor or weapon, resounding on metal armor and breaking lesser weapons if they are used to parry. Its enchantment is accompanied by a loud and distinct metallic clanging that marks Ermegil's position in battle for his men.

MERP/RM: +15 OB; "ringing" causes a secondary Impact critical.

RM; +15 OB; "ringing" causes an Impact critical of equal severity.

LOR: +3 Damage, +1 Melee OB.

Throwing Axes: three of them; all war trophies *of* Arthadan make. Ermegil normally uses a bow only when hunting game.

MERP/RM: +10 OB.

LOR: +1 Damage.

Half-plate Armor: a gift from the Witch-king, Ermegil's armor, has a helm shaped like a chatmoig's head and chatmoig fur padding. It helps stop bleeding wounds, but this action leaves curious swirling scars that eventually reduce the wearer's appearance stat. Upon the Witch-king's command, this armor suit will constrict and probably suffocate Ermegil. Ermegil suspects this, but judges that the armor he has worn so long will obey his will when the moment of truth arrives. The helm has an aura that negates blinding attacks and allows Ermegil better vision at night.

MERP/RM: +10 DB; encumbers at half normal penalties; stops one point of bleeding (per wound); bestows 10' *Nightvision.*

LOR: +4 Defense, -2 Movement, -2 Magical, allows the wearer to see at night as if it were daytime (range of 10').

Amulet of Sound Thought: Ermegil got this item in a trade with "the Dark Elf known as Curmange," who was actually Saruman the Wizard in disguise.

MERP/RM: +20 to all RRs, DB, memory checks and drunkenness checks; +40 versus mental attacks from evil spell casters; when in combat with trolls, first three criticals will be "Holy"; when in combat with Undead, first three criticals will be "Slaying."

LOR: +2 Defense, +2 on all Intelligence checks, +2 to resist illnesses and magic, +4 to resist mind attacks, +1 Melee OB versus trolls, +2 Melee OB versus Undead.

Boots.

MERP/RM: Negate all fumbles involving the wearer's feet; allow *Stonewalking* 3 times per day.

LOR: Will never stumble; allows the wearer to walk on stone surfaces up to vertical (usable 3 times per day).

Cloak: halves the effects of chill and cold.

Herbs: Ermegil carries a variety of herbs, including several poisons and several doses of sha, which allows him to negotiate the magical Darkwatch protecting the entrance to his citadel at Cameth Brin.

MASCHBRAM, STEWARD OF RHUDAUR

A servitor of the Witch-king for many years, Maschbram is Angmar's primary agent in Rhudaur. While he is amoral and personally a bit of a degenerate, Maschbram is also quite sincere in his support of his true master and thinks that the victory of the Dark Powers will come in his lifetime. Maschbram handles the bookkeeping for King Ermegil with the aid of several female slaves he personally chose and trained for multiple services. He also runs the King's spy network and sees to it that all useful information is passed on quickly to the Angûlion in Cam Dûm.

Maschbram has red-brown hair, freckled skin, and is of average size. He dresses well for a Rhudauran. Cheerful even when there's no point to it and a fairly skilled communicator, he dishes out a lot of honest praise and even more petty bootlicking to compensate for his lack of any natural leadership ability.

MASCHBRAM, STEWARD OF RHUDAUR

Level: 13.

Race: Dunlending.

Home: Cameth Brin, the Minister's ("Chiefs") Suites,

Maschbram in MERP

Hits: 93 Melee OB: 110 Missile OB: 75 AT: Soft Leather (35)

MERP Profession: Scout.

MERP Stats: Co 77, Ag 94, Ig 83, St 71, Pr 69, It 91.

MERP Skills: Acrobatics 40, Ambush 16, Athletic: Tumbling 50, Influence: Administration 50, Influence: Diplomacy 45, Influence: Public Speaking 60, Influence: Seduction 50, Lore: Poison 65, Ride 70, Stalk/Hide 90, Track 35, Trickery 45, Weapon: Dagger 102.

MERP Spells (26 PPs): Physical Enhancement (5th), Essence Hand (5th), Unbarring Ways (5th), Spell Ways (5th).

Maschbram in Rolemaster

Hits: 93 Melee OB: 110ss Missile OB: 75cp AT: 6 (35)

RM Profession: Rogue.

RM Stats: Co 77, Ag 94, SD 39, Me 87, Re 83, St 71, Qu 96, Pr 69, In 91, Em 55.

RM Skills: Administration 50, Acrobatics 40, Ambush 16, Diplomacy 45, Poison Lore 65, Public Speaking 60, Riding 70, Seduction 50, Stalk/Hide 90, Tracking 35, Trickery 45, Tumbling 50, Weapon: Dagger 102.

RM Spells (26 PPs): Rune Mastery (5th), Essence Hand (5th), Unbarring Ways (5th), Physical Enhancement (5th).

Appearance: 75.

Maschbram in LOR

LOR Profession: Ranger.

LOR Stats: Strength 1, Agility 1, Intelligence 1, Movement 0, Defense 1, Melee OB 6, Missile OB 4, General 4, Subterfuge 4, Perception 3, Magical 1, Endurance 61.

LOR Spells: Protection from Magic, Balance, Luck, Concentration, Clairvoyance, Strength.

LOR Experience: 3,900.

Maschbram's Principal Items

Eket: This is an authentic Arthadan short sword that draws instantly and flames white. It formerly belonged to a knight of House Eketta, and that house would like it back.

MERP: +15 OB; secondary Heat criticals against mortal targets (with a +10 Heat critical against Undead).

RM: +15 OB; Heat critical of one less severity against mortal targets; Heat critical *of* equal severity against Undead.

LOR: +2 Damage, +1 Melee OB.



Maschbram

Armor: soft leather, protects against cold and rain. Maschbram uses this power to impress people with his toughness. It has hidden pockets that contain several kinds of poisons.

MERP/RM: +15 DB; hidden pockets are -70 to see; poisons are 10th level.

LOR: +2 Defense, -1 Subterfuge, -1 Movement; hidden pockets can only be seen with a Perception check (at -7).

Ring: fires a green *Fireball* three times a day and allows wearer to breath smoke and some weak noxious gases without harm.

MERP: +10 to all RRs, DB and Perception; +50 to perceive poisons, runes, and magical traps; fireball is a +20 attack ; allows breathing in up to 4th level poisonous gasses.

RM: +10 to all RRs, DB, and Perception; to Poison Perception, perceiving runes, and detecting magical traps; *Fireball* is a +20 attack; allows breathing in up to 4th level poisonous gasses.

LOR: +1 Defense, +1 Perception, +1 to resist all illnesses and magic, +5 to perceive poisons/magical writings/magical traps, fireball attacks like a *Fire Bolt* (+2 to damage—after doubling) except affects all targets in a 10' radius.

Brooch.

MERP: x2 multiplier; *Night Vision* 3 times per day.

RM: x2 Essence multiplier; *Night Vision* 3 times per day.

LOR: +10 Endurance; three times per day the wearer can see in the dark up to 100' as if it were daylight.



BROGGHA, TARG-ARM OF THE HILLMEN

A typical Hillman leader, Broggha has been more successful then most. He has held the leadership of the Nine Clans for twenty years and has actually been increasing the numbers and wealth of his people in a dangerous age. When Ermegil came to the Rhudauran throne, Broggha negotiated an alliance with him. This required an oath of fealty to the "Big-axe Man," but Broggha never took it seriously. During the 1630's, Ermegil pushed his authority southward across the Men Romen and the Angle as far as Fennas Drúnin, at the junction of the Hoarwell and Loudwater. None of this would have been possible without Broggha's cooperation. The Plague and an aggressive counterattack organized by Bemakinda of Fëotar drove the Rhudauran back beyond the Last Bridge by 1638. Ermegil and Broggha then quarreled; the Targ-Arm saw no point in sacrificing his warriors to control a few miserable peasant farmers. Instead, he settled a quarrel with Ernil Hallas of Dol Tinarë, who'd massacred a number of Hillman prisoners for insufficient cause. In 1639, Broggha and a cadre of hand-picked warriors crossed two hundred miles of barren down-lands in the dead of winter and burned down Andrath, Hallas' former capital and the key to control of northern Cardolan. Having thus embarrassed both Hallas and Ermegil, and unintentionally performed an important service for the Witch-king, Broggha withdrew to the Trollshaws and refused to speak with any outsiders for two years.

Broggha is short, stocky, and maintains a mask of indifference and calm to strangers. Only his darting black eyes betray his inner intensity. He sports long hair, in the triple braids of Hillman tradition, with thick, greying sideburns. Among the bone rings in his hair are three silvery ones of obvious Dúnadan make. His kilt and jerkin were fashioned from the tanned hide of a Cardolani knight's great horse. Broggha thinks it came from the horse of "the mighty Prince Hallas himself," and it would be unwise to contradict him. Of late, Broggha has been pondering much upon the future of his people, and he is beginning to think that cleaning the Dunmen and Dúnedain out of all Rhudaur might be possible in his lifetime.

BROGGHA, TARG-ARM OF THE HILLMEN

Level: 19.

Race: Hillman.

Home: Ghostspine Steading, in the Trollshaws.

Broggha in MERP

Hits: 140 Melee OB: 150 Thrown OB: 125 AT: Rigid Leather (85)

MERP Profession: Ranger,

MERP Stats: Co 92, Ag 99, Ig 81, St 78, Pr 99, It 89.

MERP Skills: Ambush 20, Climb 85, Influence: Diplomacy 50, Influence: Public Speaking 70, Perception 100, Ride 40, Stalk/Hide 120, Track 100.

MERP Spells (57 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th)

Broggha in Rolemaster

Hits: 140 Melee OB: 150sp Thrown OB: 125th sp AT: 9 (85)

RM Profession: Ranger.

RM Stats: Co 92, Ag 99, SD 91, Me 86, Re 80, St 78, Qu 100, Pr 99, In 89, Em 78.

RM Skills: Ambush 20, Climbing 85, Diplomacy 50, Perception 100, Public Speaking 70, Riding 40, Stalk/Hide 120, Tracking 100.

RM Spells (57 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Inner Walls (10th), Nature's Ways (10th).

Appearance: 84.

Broggha in LOR

LOR Profession: Ranger.

LOR Stats: Strength 1, Agility 0, Intelligence 1, Movement 0, Defense I, Melee OB 8; Missile OB 7, General 4, Subterfuge 6, Perception 5, Magical I, Endurance 114.

LOR Spells: Shield, Balance, Camouflage, Concentration, Protection from Magic, Sustenance.

LOR Experience: 5,700.

Broggha's Special Powers

Fearless: Broggha will never fail a fear or morale check while leading his people, and will also be extra resistant to mental attacks.
MERP/RM: +50 to any mental attack resistance.
LOR: +5 to resist an mental attack.

Broggha's Principal Items

Fam-Tarp-Argth: Broggha bears the Fam-Tarp-Argth, the three magical symbols of the Targ-Arm (see Section 15.0).

Kalth and Kullodo: a Hillman kilt and jacket. Normally made of reindeer leather and bear fur, respectively, Broggha's are of horse-hide, enchanted and blessed by the Wegec, the female magi of the tribes, in honor of Broggha's victories.
MERP/RM: +5 DB.
LOR: +2 Defense, -I Subterfuge, -I Magical.

Leather Breast-plate: a gift of Angmar.
MERP/RM: +10 DB.
LOR: +2 Defense, -I Subterfuge, -I Movement.

Shield: a gift from Angmar.
MERP/RM: +10 DB.
LOR: +2 Defense, -I Magical.

Hair-Rings: three of them; made of mithril.
MERP: Each provides a +10 on RRs versus magic (cumulative to a +30); x3 multiplier.
RM: Each provides a +10 on RRs vs. magic (cumulative to +30); x3 channeling multiplier.
LOR: Each provides a +1 to resist magical effects (cumulative to a +3); +15 Endurance.

ELENTIRIEL THE LOST

This much the Hillmen know: Elentiriel is a woman of Cardolan taken captive by the Targ-Arm Broggha in the sack of Andrath in T.A. 1639. When no family offered to ransom her, Broggha appropriated the lady as servant and mistress. His own wife died a year ago; Elentiriel has wet-nursed his son since that day and captured the Targ-Arm's devotion. If Broggha does win a kingdom, it will be for Elentiriel.

The truth, if generally known, would destroy both Broggha and Elentiriel. The High Chiefs "kept-woman" is, in fact, a Dúnadan of noble blood and the Lindëamil (S.' Song-mother") of the religious order known as the Arumbarlië. (In translation, "Courtiers of Judgment." See Section 8.4.2.) The order—dedicated to maintaining the Royal Barrows of the Tyrn Gorthad and performing the ceremonies traditional to the tombs—had its primary house in Arnach. Elentiriel hid her identity from her captors; she knew her bankrupt order had no resources to free her and feared the superstitious Hillmen might execute her as a black sorceress. Her strength of will enabled the captive woman to survive the horrible winter trek from Arnach across En Eredoriath to Rhudaur. Tragically, Broggha was so impressed by Elentiriel's courage and stamina that he took her as a prize of the campaign, instead of selling her to the Dunmen around Cameth Brin. In the winter steadings of the Hillmen, all chance of escape was lost, and Elentiriel's spirit almost broke.

The fantastic plan conjured up by the Song-mother to maintain her sanity has as its goal nothing less than the conversion of the Hillmen to the Dúnadan cause. Amazingly, she managed to complete the first steps: learning to speak Blarm, winning the trust of the clan-folk through her healing skills, and gaining the attention and affection of Broggha.

Now, an incredible stroke of fate has given her a means to further her plan. During the last winter, Broggha's wife, Leath, died of milk-fever along with her new-born son. Elentiriel had given birth herself but a week before. She was virtually alone with Leath in the isolation of a sick-but. The healer chose to pur her own recently-born child in the cradle made for the Targ-Arm's first son, and let the clansmen of the steading think that her own babe had died. Elentiriel has given Dúnadan blood to the Hillmen, and it is blood that she believes will foster hostility to Angmar regardless of what happens to her.

Elentiriel, while possessed of an imposing spirit, is neither attractive nor tall by Cardolani standards. However, her slim, angular figure towers over the tribal women with whom she works, and an acquired slouch, Hillman triple-braids, and raw leather skirt cannot mask her luxurious brown hair and regal, hazel-eyed features. She is not allowed to leave the Trollshaws, and outsiders visiting the Hillman camps will find her withdrawn and unfriendly, unless her translation abilities are required. Elentiriel has too much to lose by talking to strangers, particularly when so many of them are servants of Angmar.

Aside from Broggha, who often discusses his political maneuvers with her, the only link Elentiriel has with the outside world is her younger sister, Silmarien of Tharbad (see Section 10.2.3). Silmarien was once the only person who knew that Elentiriel survived the sack of Andrath; they have shared, since childhood, a touching of the spirits, an empathic link, allowing them to sense each other's emotions over enormous distances. Both were driven to study the uses of magic by their curiosity over their "Touching." After the fall of Andrath, it took Silmarien two years of searching to locate Elentiriel. Their mutual friend, Gandalf the Grey, eventually discovered Rhudauran traders and merchants who might be paid to pass letters between the two sisters. Silmarien wants to arrange a rescue for Elentiriel. She fears for her sister's sanity—for she is not at all sure that Leath's death was due entirely to her fever; Gandalf has noted the illness and deaths of at least two other women who could have been a threat to Elentiriel's new position. The Songmother has refused rescue; she has a purpose now, and she anticipates a Dúnadans long lifetime in which to see that purpose through.

Elentiriel of Rhudaur

Elentiriel the Lost

Level: 21.
Race: Dúnadan,
Home: Ghostspine Steading, in the Trollshaws,

Elentiriel in MERP

Hits: 130 Melee OB: 95 Missile OB: n/a AT: None (15)
MERP Profession: Animist.
MERP Stats: Co 93, Ag 81, Ig 91, St 70, Pr 100, It 99.
MERP Skills: Ambush 8, Athletic: Endure Pain 90, Base Spells 42, Climb 50, Craft: Set Traps 40, Directed Spells 60, Disarm Traps 40, Influence: Administration 70, Martial Arts Strikes (Standard) 70, Martial Arts Sweeps (Standard) 70, Perception 105, Pick Locks 50, Read Runes 80, Use Items 80, Stalk/Hide 40, Track 40, Trickery 30.
MERP Spells (63 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movements (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Elentiriel in Rolemaster

Hits: 130 Melee OB; 95cl Missile OB: n/a AT: 2 (15)
RM Profession: Cleric.
RM Stats: Co 93, Ag 82, SD 101, Me 93, Re 90, 70, Qu 80, Pr 100, In 99, Em 77.
RM Skills: Administration 70, Ambush 8, Attunement 80, Climbing 50, Directed Spell: Shock Bolt 60, Disarm Traps 40, Distance Running 90, Martial Arts Strikes (II) 70, Martial Arts Sweeps (II) 70, Perception 105, Pick Locks 50, Runes 80, Set Traps 40, Stalk/Hide 40, Tracking 40, Trickery 30.



RM Spells (63 PPs): Animal Mastery (10th), Herb Mastery (10th), Nature's Lore (10th), Nature's Protections (10th), Channels (20th), Summons (20th), Life Mastery (20th), Protections (20th), Blood Law (20th), Locating Ways (20th), Lore (20th), Bone Law (10th), Organ Law (10th), Muscle Law (10th), Creations (10th), Symbolic Ways (10th), Purifications (10th).

Appearance: 44.

Elentiriel in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 0, Melee OB 5, Missile OB 0, General 3, Subterfuge 3, Perception 6, Magical 6, Endurance 113.

LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.

LOR Experience: 6,300.

Elentiriel's Special Powers

Healing and Harming: Elentiriel can reverse all of her healing and creation spells to harm or destroy instead of to heal and create. None of the Hillmen with whom Elentiriel dwells even vaguely understand the full extent of her spell-casting abilities.

Elentiriel's Principal Items

Leath's Kalth and Kullodo: a Hillman kilt and jacket. They are made of reindeer leather and bear fur and blessed by the tribal shamans of Broggha's clans, who were not pleased to see them given to "Elenti," the Segaich (Hi. "Treespirit-woman") after Leath's death. Elentiriel has secretly incorporated silk and mithril from Broggha's treasure-hoard into these clothes.

MERP/RM: +10 DB; reduce Puncture criticals by one level.

LOR: +3 Defense, -1 Subterfuge, -1 Movement.

Bone Rings: Elentiriel has collected four enchanted bone rings that, when worn together, increase her magical powers.

MERP: +2 adder; x3 multiplier.

RM: +2 Channeling adder; x3 Channeling multiplier.

LOR: +25 Endurance.

Herbs: She has accumulated an excellent store of healing herbs and keeps hidden among them a number of useful drugs and poisons.

10.4 ELVES OF ERIADOR

ELINDIEL OF SIRAGALË

By the 17th century of the Third Age, few Men remember that Siragalë has a sovereign ruler, let alone a female Noldo one. The Lady Elindiel knows no home and walks the roads and woods of Arthedain in disguise. When she rests, it is among the Sirannar, whom she considers her true subjects. The Men and Hobbits who settle in increasing numbers in the country are left to the governance of the King of Arthedain and his vassals. Elindiel makes her presence known only when she sees a need. King Argeleb, her feudal lord, does not trouble her to attend court, for she is, in fact, the last ruling Noldo monarch in northwestern Middle-earth, second in lineage and prestige only to Elrond and Galadriel; she gives fealty by her own choice rather than by the will of any ruler of Men.

Elindiel is the granddaughter of Aegnor, grandson of Finwë, first and most ancient father of the royal lines of the Noldor. Her mother was a Sinda of the First Age kingdom of Doriath. Elindiel dwelt in Doriath when her father and all his family were slain by Morgoth's sorcery in the Battle of Sudden Flame. She survived the Fall of Beleriand and, early in the Second Age, wed Merethorn, the Silvan lord of the Sirannar, thus achieving a symbolic union of the three Elvish kindreds. Merethorn ruled Siragalë well through long centuries of the Second Age, finally perishing in the War of the Last Alliance. Elindiel, heartbroken over what she saw as a deliberate sacrifice of her consort and her people in battles over the wastelands of Mordor, swore fealty to Isildur in the aftermath of the war, and thus became one of the great Lords of Arnor.

As the Third Age passed, Elindiel's erratic melancholia ("depression," to the scholars) grew progressively worse, and her distaste for civilized life, which had drawn her to Merethorn a long age before, drove her away from mannish contact. When the kingdom of Arnor was sundered, she swore allegiance to Arthedain, then virtually ceased to take any part in Eriadoran politics. Her choice was resented by, among others, Thorondor of Cardolan, one of many Dúnadan lords who wished her to wife. Currently she appears at the Arthadan court only once or twice in the reign of a King, and aggressive nobles and humble squatters move freely through her domain.

The Noldo Lady has the height and physical gifts of her father's people. She stands 6'5" tall and is possessed of a lithe, elegant form. Her high cheekbones, shoulder-length black, braided hair, and intense hazel eyes allow her to be taken for Noldo, Sinda, or Dúnadan.

Elindiel is also known as the "Dark Widow," the "Lady of the Forest," the Beynshea (Du. "She-shadow"), and the Yevan (Du. "Consoler of Women"), She has long cultivated a mysterious image, and her melancholia causes mood swings that give her the appearance of multiple personalities. Simple folk have equated tales of Elindiel with those of ghosts and spirits. The Sirannar know better; in the normal cycle of her life, she travels from one Elvish holding to another, living a few weeks with a local

lord in Siragalë or an old Sinda friend in Lindon, Since she requires little ceremony of her subjects, they are generally pleased to share their homes with her. In exchange for lodging, she provides the Sirannar with the little government they need, judging disputes that involve many clans, interceding with local mannish leaders, and summoning up her memories of Arnorian/Elvish law and tradition,

Elindiel invokes the Elvish tradition of Kaleressë (see Arwen, above) to protect her privacy. The Sirannar will not speak to strangers of Elindiel, When conversing about her, they name her "Our Cousin," or "Our Kin"; when she approaches for a visit, they nudge mannish guests out of their homes. They are fiercely protective of the Lady. Periodically she wanders through the woodlands alone, half-demented, lamenting the lost glory and peace of the Elves. Her grief is so powerful that she attracts spirit-creatures: the Naikefairë (S. "Pain-lights"), wispy, sickly-green entities from the shadow domain, feed on her emotions and the life-forces of any creatures passing by. Whenever this transpires, Elvish patrols monitor the area, watching Elindiel from a distance, careful to keep innocent wayfarers from harm.

The Sirannar form a "grapevine" of highly observant informers; their diligence ensures that Elindiel remains knowledgable of events in the world. She gains further information by dwelling among Men for a few days each month, usually in disguise, learning much and giving bits of sound advice and barely-veiled warnings to wrong-doers. She especially favors women for these interventions, and her punishments of wife-beaters and dowry-pirates has caused her to be mistaken for the Dunnish spirit Yevan, a patron deity of marriage.

Elindiel



Elindiel is rarely caught unawares by events in Siragalë, and often appears unexpectedly for political confrontations and conferences. Occasionally, she imposes herself on government officials as far away as Fornost, bullying her way into meetings of royal counselors and demanding explanations for matters great and small. Her uncanny knowledge of events is occasionally attributed to magic, but the wise know better; she is, for all her erratic manners, the oldest and most experienced ruler in Arnor.

ELINDIEL OF SIRAGALE

Level: 38.
Race: Noldo/Sinda, with Vanya blood.
Home: Siragalë and Lindon. No fixed residence.

Elindiel in MERP

Hits: 155 Melee OB: 170 Missile OB: 190 AT: Chain (90)
MERP Profession: Bard.
MERP Stats: Co 88, Ag 97, Ig 99, St 79, Pr 96, It 99.
MERP Skills: Art: Music (Elvish Instruments) 90, Art: Sing 70, Athletic: Craft: Sewing and Embroidery 80, Dance 40, Influence: Diplomacy 90, Influence: Politics 110, Influence: Public Speaking 100, Lore: Elvish History 80, Weapon; Thrown Dagger 110, all other Primary skills 60, all other Secondary skills 80.
MERP Spells (450 PPs): Cold Law (10th), Light Law (10th), Wind Law (10th), Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th), Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Controlling Songs (10th), Item Lore (10th), Lore (10th), Sound Control (10th).

Elindiel in Rolemaster

Hits: 155 Melee OB: 170 Missile OB: 190 AT: Chain (90)
RM Profession: Bard.
RM Stats: Co 88, Ag 97, SD 49, Me 85, Re 100, 79, Qu 93, Pr 96, In 99, Em 94.
RM Skills: Crafting: Sewing and Embroidery 80, Dance 40, Diplomacy 90, Music (Elvish Instruments) 90, Propaganda 110, Public Speaking 100, Racial History: Elvish 80, Singing 70, Weapon: Thrown Dagger 110, all General skills 60, all Outdoor and Subterfuge skills 90.
RM Spells (450 PPs): Cold Law (50th), Light (50th), Wind Law (50th), Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th), Spell Wall (10th), Essence's Perceptions (10th), Rune Mastery (10th), Essence Hand (10th), Unbarring Ways (10th), Physical Enhancement (10th),

Lesser Illusions (10th), Detecting Ways (10th), Elemental Shields (10th), Delving Ways (10th), Delving (10th), Cloaking (10th), Damage Resistance (10th), Anticipations (10th), Attack Avoidance (10th), Brilliance (10th), Self Healing (10th), Detections (10th), Illusions (10th), Spell Resistance (10th), Lore (10th), Controlling Songs (10th), Sound Control (10th), Sound Projection (10th), Item Lore (10th).

Appearance: 101.

Elindiel in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 1, Intelligence 3, Movement 0, Defense 0, Melee OB 7, Missile OB 8, General 2, Subterfuge 3, Perception 3, Magical 3, Endurance 114.

LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.

LOR Experience: 8,400.

Elindiel's Special Powers

Undead Mastery: Elindiel has a special affinity for Undead spirits empowered by despair and loneliness, and can repel or control them at will.

Elindiel's Principal Items

Oremegil (S. "Heartsword"): Elvish longsword. As long as a broadsword, it has a thin, black blade. Elindiel slings it over her shoulder in a full-sized, padded, Arthadan sheath to avoid attention. Oremegil was forged by Celebrimbor, Elindiel's cousin, as a wedding present for her mother.

MERP: +30 OB; Holy weapon; Slaying criticals to Orcs and Men; a +10 secondary Puncture critical (on blows to the torso); secondary Slash critical (on attacks to the limbs and head).

RM: +30 OB; Holy weapon; Slaying criticals to Orcs and Men; Puncture criticals of equal severity (on blows to the torso); Slash criticals of one less severity (on attacks to the limbs and head).

LOR: +6 Damage, +3 Melee OB.

Arrows of Sorcery: Ten of the twenty arrows in her quiver are magical and contain a spell. She can command the arrows to dissolve in flight, thus attacking the target only with the inscribed magic, or let the target take both the arrow strike and the effects of the spell.

MERP/RM: +20 OB; 1 *Stored* Essence spell.

LOR: +2 Damage; *Calm* spell affects target.

Elindiel's Flute: After playing this silver instrument for twenty seconds, she can use it to cast spells. She can also use it to maintain concentration *on* a spell for long periods of time, and once kept a trio of abusive suitors dancing to her tune for a day and a night.

MERP/RM: May cast any non-elemental spell as instant spells; can be used to extend the duration of concentration spells.

LOR: May cast any non-attack spell once per round, victims do not have to be seen, but must be able to hear the music.

Noldo Garments: made of enchanted Elvish fabrics. Elindiel possesses such clothing woven in Dúnadan and Elvish styles, including a soft leather jerkin and leggings that protect as a chain shirt and greaves. AH of these costumes are enchanted to allow her to vary minute details of her manner and appearance. She uses this power to change her apparent age, looks, and posture, to give the impression of being Silvan or high Elvish, young or middle-aged Dúnadan, aristocrat or common, allowing her to pass unnoticed in most company.

MERP/RM: +20 DB; may adjust PR bonus by a modifier between +30 and -10.

LOR: +2 Defense (with no other penalties).

Diadem: protects as a helm; when worn in formal court, it allows the wearer to know the names and history of any unaware or unguarded supplicants. The symbol of Elindiel's rulership, it is a fragile. jointed mithril weave set with diamonds sculpted into leaf forms. It is, perhaps, the only crown in Middle-earth that can be carefully folded and slipped into a pocket, although Elindiel has been known to simply comb her hair over it.

MERP/RM: +20 DB.

LOR: +2 Defense (with no other penalties).

Necklace of Siragalë: A giant sea pearl set in amber, on a mithril chain. A wedding gift from Merethorn to his bride. She habitually wears it under her clothing, although the neck chain is often visible.

MERP: +10 DB; x5 multiplier.

RM: +10 DB; x5 Mentalism multiplier.

LOR: +1 Defense (with no other penalties), +25 Endurance,

Boots and Cloak of the Wood Elves.

MERP/RM: +50 Stalk/Hide.

LOR: +5 to stalking and hiding rolls.

Moonlight Bow: shaped of pale wood, it can fire every round without penalty at double the normal ranges.

MERP/RM: +20 OB.

LOR: +2 Damage.

Throwing Dagger: a pair of them; double normal hurling range.

MERP: +15 OB; secondary Electrical critical.

RM: +15 OB; Electrical critical of one less severity.

LOR: +1 Damage, +1 Missile OB.

Dagger: wielded in her left hand in place of a shield.

MERP/RM: +20 OB.

LOR: +2 Defense (with no other penalties).

ANDOVAN PASDAL

The most energetic of the Guardians of Harlindon, Andovan is one of the few Elves likely to be encountered in Cardolan. Born on the flanks of the Blue Mountains in the early Second Age, he became a Guardian about the time of Aldarion's construction of Lond Daer. Through many years, Andovan has witnessed the rise and fall of the northern Dúnedain. He aided in the defense of Arnor during the War of the Last Alliance and witnessed the death of Elendil's second Queen, the Silvan Elf Anariel, murdered by a flying demon on the terrace of the palace of Annúminas in S.A. 3436.

In the Third Age, Andovan's energies seem muted, although he continues to staunchly secure the passage of the Elvish wandering parties through Cardolan. As the Dúnadan kingdom bleeds to death before his eyes, Andovan has become even more melancholy, compensating for his mood by breaking off from his primary task to aid lost travelers and innocent victims of the constant war and troubles. His chosen personal quest is the destruction of the Warlord Ardagor, whose Troll band has settled in almost directly along the Elvish paths in Minhiriath, Andovan seldom speaks to any of the leaders of Cardolan, and is forbidden to interfere directly in their affairs. However, if he can help someone fighting the Warlord in some small way, he will do so. Only when Cardolan settles into some sort of peaceful state will he be able to consider the desire, buried deep in his heart, to board one of the ships leaving for the Undying West.

Andovan Pasdal



Tall and somewhat stern looking, the green-clad Andovan looks the image of an Elvish lord. He has little sense of humor, but usually travels with two of his young relatives, a nephew and a niece, Fillitir and Árelia, a ranger and a healer, respectively, who provide him with the energy and light spirits he no longer feels himself.

ANDOVAN PASDAL

Level: 18.
Race: Sinda Elf.
Home: Harlindon, along the Baranduin.

Andovan in MERP

Hits: 155 Melee OB: 165 Missile OB: 160 AT: Chain (95)
MERP Profession: Ranger.
MERP Stats: Co 99, Ag 101, Ig 96, St 91, Pr 98, It 99.
MERP Skills: Ambush 20, Art; Poetry, (of the sadder sort) 60, Climb 120, Disarm Traps 40, Influence: Diplomacy 70, Lore: History of Cardolan 80, Perception 110, Pick Lock 40; Ride 80, Stalk/Hide 120, Swim 70, Track 120.
MERP Spells (108 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Andovan in Rolemaster

Hits: 155 Melee OB: 165bs Missile OB: 160lb AT: 13 (95)
RM Profession: Ranger,
RM Stats: Co 99, Ag 100, SD 97, Me 97, Re 96, 91, Qu 101, Pr 98, In 99, Em 90.
RM Skills: Ambush 20, Climbing 120, Diplomacy 70, Disarm Traps 40, Perception 110, Pick Lock 40; Poetic Improvisation, (of the sadder sort) 60, Racial History: Cardolan 80, Riding 80, Stalk/Hide 120, Swimming 70, Tracking 120.
RM Spells (108 PPs): Path Mastery (20th), Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th), Bone Law (10th), Lore (10th), Spell Defense (10th) Detection Mastery (10th), Barrier Law (10th), Light's Way (10th).
Appearance: 96.

Andovan in LOR

LOR Profession: Ranger.

LOR Stats: Strength 1, Agility 0, Intelligence 1, Movement 0, Defense 1, Melee OB 8, Missile OB 7, General 4, Subterfuge 6, Perception 5, Magical 1, Endurance 107.

LOR Spells: Camouflage, Item Analysis, Healing, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.

LOR Experience: 5,400.

Andovan's Special Powers

Linguist He speaks all the languages of Eriador can mimic any common accent or dialect.

Andovan's Principal Items

Orcrist With the rise of the Warlord, Andovan selected by Master Elrond to bear the sword Orcrist (see Section 15.0).

Bow of the Guardians: silent, with no reloading penalty. It was given to him by Gil-galad as a reward for long-ago service.

MERP/RM: +20 OB; may fire every round at no penalty; double concussion damage against servants of Darkness and overt enemies of Elves.

LOR: +2 Damage, double Damage (after other modifiers) when attacking servants of Darkness and overt enemies of Elves.

Kynac: this Noldo knife serves him as a parrying weapon in place of a shield.

MERP/RM: +30 OB.

LOR: +3 Damage.

Chain Mail: enchanted, made of mithril, but encumbers as leather.

MERP: +30 DB; uses maneuver penalties of Soft Leather.

RM: +30 DB; uses maneuver penalties of AT 6.

LOR: +5 Defense, -1 Subterfuge, -1 Movement.

Boots.

MERP/RM: casts *Speed* and *Limbwalk* 3 times per day (each).

LOR: casts *Speed* three times per day, allows wearer to walk on narrow surfaces without a chance for falling.

Greaves: decorative.

MERP; Stops 30% of all arm criticals; +30 to all stealth actions; x3 multiplier.

RM: Stops 30% of all arm criticals; +30 to all Subterfuge skills; x3 Channeling multiplier.

LOR: +1 Defense (no other penalties), +3 to Subterfuge, +15 Endurance.

10.5 PERSONALITIES OF OTHER TIMES

10.5.1 THE SECOND AGE

ELENDIL THE TALL

Elendil was the only son of Amandil of Andúnië, last lord of the Faithful of Westernesse. Warned of the impending destruction of Númenor, Elendil and his two sons—Isildur and Anárion—led the remaining Faithful across the sea to Endor. They saved the seven Palantíri, the great Seeing-stones, as well as the Rod of Andunië, symbol of their ancestral house. Through Isildur's courage, they preserved the line of the sacred White Tree Nimloth—Isildur stole a fruit from the Númenórean capital before they set sail for Middle-earth,

In the wild seas that resulted from the Akallabeth (Ad. "Downfall"), Elendil's ship went northward. His sons were swept south to the Bay of Belfalas. Elendil founded Arnor and built the capital city of Annúminas by Lake Evendim (S. "Nenuial"), a site he had visited on earlier visits to Endor. His sons ruled the South Kingdom of Gondor, but Elendil was High-King of both realms from their origin in S.A. 3320 until his death in S.A. 3441.

Sauron, convalescing in Mordor after the cataclysm that engulfed Númenor, soon learned that his enemy Elendil was setting up a Dúnadan realm on the very borders of the Black Land. Enraged, he spent a century feigning peaceful intent, then gathered his forces and struck Gondor in S.A. 3429. Its eastern province was quickly lost, but, while Anarion defended the Anduin, Isildur cleared a path northward to maintain a link with Arnor. Elendil called upon his friend and ally Gil-galad the High Elven-king, and together they formed the Last Alliance of Elves and Men against Sauron. The war raged from S.A. 3429 until S.A. 3441, and in the end the Free Peoples vanquished the Dark Lord's minions. During the last battle upon the slopes of Orodruin, the Dark Lord engaged Gil-galad, Elendil, Isildur, and Elrond Half-elven in direct combat. The Evil One slew both of the High Kings and destroyed their mighty weapons, but Isildur cut the One Ruling Ring from Sauron's hand. Without the Ring, the Dark Lord's form dissipated, and a costly victory was won. The surviving leaders of the Free Peoples retreated to rebuild their devastated lands,

Elendil was an intimidating presence. He stood well over seven feet in height and bore the legendary sword Narsil. Handsome, athletic, and intelligent, he seemed the image of an idealized monarch. As Gil-galad, in life, had dominated the Second Age in Eriador, Elendil, in death, dominated the Third. The kingdom of Arnor was his dream, a state perpetually at peace with its neighbors and bound to the ancient beliefs of the Faithful and their friends, the High Elves. Troubles eventually left Arnor a desiccated ghost of his original creation. However, thousands of years after his death, Hobbits still walked the roads he'd built, men still ruled by his laws, and humble ranger chieftains still judged themselves by the standards of leadership Elendil had set in an ancient distant age.

Elendil the Tall

Level: 60.
Race: Dúnadan (Númenórean).
Home: Númenor; then Arnor.

Elendil in MERP

Hits: 180 Melee OB: 205 Missile OB: 195 AT: Plate (205)
MERP Profession: Warrior.
MERP Stats: Co 101, Ag 102, Ig 98, St 103, Pr 104, It 104.
MERP Skills: Acrobatics 90, Acting 90, Art: Music 50, Art! Singing 54, Athletic: Dance 75, Athletic: Diving 80, Athletic: Frenzy 35, Athletic: Sailing 90, Athletic: Sports 72, Climb 80, First Aid 65, Foraging 50, Influence: Administration 88, Influence: Diplomacy 90, Influence: Public Speaking 110, Influence: Seduction 85, Influence: Trading 84, Lore: Architecture 50, Lore: Astronomy *45,* Lore: Navigation 90, Lore: Strategy 75, Lore: Tactics 84, Martial Arts Strikes (Standard) 98, Martial Arts Sweeps (Standard) 70, Meditation 80, Perception 110, Ride 88, Sky Watching 50, Stalk/Hide 90, Swim 83, Track 80.
MERP Spells (300 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Essence Perceptions (10th).

Elendil in Rolemaster

Hits: 180 Melee OB: 2O5bs Missile OB: 195lb AT: 20 (205)
RM Profession: Fighter.
RM Stats: St 103, Qu 100, Em 101, In 104, Pr 104, Ag 102, Co 101,Me 99,Re 98,SD 103.
RM Skills: Acrobatics 90, Acting 90, Administration 88, Architecture 50, Athletic Games 72, Climbing 80, Dance 75, Diplomacy 90, Diving 80, First Aid 65, Foraging 50, Frenzy 35, Martial Arts: Strikes (ID) 98, Martial Arts: Sweeps *QU)* 70, Meditation 80, Military Organization 75, Music 50, Navigation 90, Perception 110, Riding 88, Swimming 83, Stalk/Hide 90, Public Speaking 110, Sailing 90, Seduction 85, Singing 54, Star Gazing 45, Tactics 84, Tracking 80, Trading 84, Weather Watching 50.
RM Spells (300 PPs): Delving (10th), Cloaking (10th), Damage Resistance (10th), Anticipations (10th), Attack Avoidance (10th), Brilliance (10th), Self Healing (10th), Detections (10th), Illusions (10th), Spell Resistance (10th), Sense Mastery (10th), Gas Manipulation (10th), Shifting (10th), Liquid Manipulation (10th), Speed (10th), Mind Mastery (10th), Solid Manipulation (10th), Telekinesis (10th), Mind's Door (10th), Movement (10th).
Appearance: 100.

Elendil in LOR

LOR Profession: Warrior
LOR Stats: Strength 5, Agility 2, Intelligence 3, Movement 1, Defense 2, Melee OB 11, Missile OB 10, General 5, Subterfuge 5, Perception 6, Magical 2, Endurance 161.
LOR Spells: Shield, Speed, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance.
LOR Experience: 18,000.

Elendil's Principal Items

Heirlooms of the Realm: Elendil's primary magical possessions become the heirlooms of Arnor; those not lost over the course of the Third Age become the heirlooms of the Reunited Kingdoms in the Fourth Age. (See Section 15.0 for their description.)

GIL-GALAD

Gil-galad (S. "Star of Radiance") was originally named Ereinion (S. "Son of Kings"), then became Gil-galad Ereinion upon his succession to the throne of Lindon. He was a great and wise leader, the last of the Noldo monarchs. He was from a line of powerful rulers: the son of Fingon, who was the son of Fingolfin, who was the son of Finwë, who rose with the first awakening of the Elves in the deeps of time.

Born in ancient Beleriand before the destruction of the Elvish realms by Morgoth, he was sent by his father to dwell with Cirdan the shipwright in the Havens of Falas. He escaped the sack of the Havens, this time fleeing to the Isle of Balar. Following the deaths of Fingon and Turgon, he became High King of the Noldor. When Celeborn departed Harlindon, the remaining Grey-elves joined themselves to Gil-galad.

Gil-galad was undeceived by Sauron's mask of friendship when that fallen Maia appeared as Annatar in the 6th century of the Second Age and did not allow him into Lindon. When Sauron openly assaulted Eregion, Gil-galad sent reinforcements under Elrond which allowed the defenders to hold out longer and eventually enabled some of them to escape. With the aid of Tar-Minastir, eleventh King of Númenor, Sauron was defeated and driven out of the west. When Sauron again rose to power

after the fall of Númenor, Gil-galad renewed the alliance with the surviving Dúnedain and defeated Sauron again in the War of the Last Alliance of Elves and Men. Gil-galad, however, fell in single combat with Sauron on the slopes of Mount Doom, alongside his friend, the High King Elendil.

Gil-galad was one of Middle-earth's greatest, noblest, most honorable, and most consistent leaders. His realm of Lindon was the longest lasting Elven kingdom in Middle-earth. Sindarin, the language of Lindon and Gil-galad's court, became the common tongue of philosophy and civilization over a vast reach of Endor, and kings and princes measured the strength of their realms
and the quality of their justice against the standards set by Gil-galad. He was extremely wise, perceptive, and a faultless judge of character and intent. Physically he had the remarkable physique of the greatest Noldo princes (7'6"), the fair golden hair found in his august lineage, and the penetrating blue eyes of the Vanyar.



Elendil

GIL-GALAD

Level: 100.
Race: Noldo.
Home: Born in Hithlum, then lived in the Havens of the Falathrim, then went as a fugitive to the Isle of Balar, and finally served as King of Lindon.

Gil-Galad in MERP

Hits: 225 Melee OB; 430 Thrown OB: 340 AT: Plate (240)
MERP Profession: Warrior.
MERP Stats: Ag 103, Co 100, Ig 105, In 107, Pr 105, St 102.
MERP Skills: Base Spell 100, Directed Spell 110, Influence: Administration 180, Influence: Diplomacy 165, Influence: Public Speaking 152, Martial Arts Strikes (Standard) 150, Martial Arts Sweeps 150, Perception 210, Ride 170, Stalk/Hide 200.
MERP Spells (600 PPs): Spell Ways (10th), Essence's Ways (10th), Essence Perceptions (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Gil-galad in Rolemaster

Hits: 225 Melee OB: 430sp Thrown OB: 340th AT: 20 (240)
RM Profession: Astrologer.
RM Stats: Co 100, SD 104, Ag 103, Me 105, Re 106, St 102, Qu 104, Pr 105, In 107, Em 105.
RM Skills: Administration 150, Diplomacy 165, Directed Spells 110, Martial Arts: Strikes (III) 150, Martial Arts: Sweeps (III) 150, Perception 210, Public Speaking 152, Ride 170, Stalk/Hide 200.
RM Spells (600 PPs): Time's Bridge (50th), Way of the Voice (50th), Holy Vision (50th), Far Voice (50th), Starlights (50th), Starsense (50th), Spell Defense (20th), Barrier Law (20th), Detection Mastery (20th), Lofty Movements (20th), Weather Ways (20th), Purification (20th), Concussion's Ways (20th), Nature's Law (20th), Blood Law (20th), Bone Law (20th), Organ Law (20th), Muscle Law (20th), Nerve Law (20th), Locating Ways (20th), Calm Spirits (20th), Creations (20th), Symbolic Ways (20th), Lore (20th), Delving (20th), Cloaking (20th), Attack Avoidance (20th), Illusions (20th), Sense Mastery (20th), Gas Manipulation (20th), Shifting (20th), Liquid Manipulation (20th), Speed (20th), Solid Manipulation (20th), Telekinesis (20th), Mind's Door (20th), Movement (20th).
Appearance: 105.

Gil-galad in LOR

LOR Profession: Bard.
LOR Stats: Strength 1, Agility 1, Intelligence 6, Movement 2, Defense 3, Melee OB 13, Missile OB 12, General 8, Subterfuge 9, Perception 9, Magical 6, Endurance 154.
LOR Spells: Strength, Shield, Speed, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Healing, Luck, Protection from Magic, Sustenance, Calm, Charm Animal, Fire Bolt.
LOR Experience: 30,000.

Gil-galad's Principal Items

Great Spear (Aeglos): (S. "Snow Point" or made of pure white eog. It protects the wielder vs. any cold and the draining power of Undead. Aeglos was destroyed by Sauron's Gauntlet of Slaying on the slopes of Orodruin, but Gil-galad's fatal contest with Sauron permitted Elendil to strike the Dark Lord down.
MERP: +88 OB; Holy weapon; triple concussion damage; secondary Cold and Impact criticals; casts any of the following spells up to 3x/day (up to twice per round) at 50th level of ability: *Bladeturn, Ice Bolt* (with 5x damage), *Regeneration III Heal 10, Resistance.*
RM: +88 OB; Holy weapon; triple concussion damage; Cold and Impact criticals of one less severity; casts any of the following spells up to 3x/day (up to twice per round) at 50th level of ability: *Bladeturn 1, Ice Bolt* (with 5x damage), *Regeneration V, Unpain 50%, Resistance True.*
LOR: +8 Damage; +4 Melee OB; casts any of the following twice per combat: *Shield, Fire Bolt, Heal, Protection from Magic.*

Ring of Air (Vilya): Gil-galad was never able to wear this Elven ring while he had it in his possession, because Sauron's One Ring could dominate it (see Section 15.0); he passed it on to Elrond before his death.

Robes of Aman: naturally silver-white, they change to any desired coloring and/or mottling.
MERP: +100 Hide; casts *Shield* at will.
RM: +100 to hiding maneuvers; casts *Displacement V* at will.
LOR: +10 to any hiding maneuvers; casts Shield at will.

White Crown: woven from sprigs of the White of Valinor, it protects as a full helm.
MERP: x10 multiplier; wearer can maintain concentration spells without concentration (up to 1 round per level); negates 50% of all head criticals.
RM: x10 multiplier for all realms; wearer can maintain concentration spells without concentration (up to 1 round per level); negates 50% of all head criticals.
LOR: +50 Endurance; +2 on all spell casting attempts; +1 Defense (no other penalties).

Veil of Lindon: a cape with the same coloring properties as Gil-galad's Robes of Aman, it swirls to defend its wearer like a full shield. It provides a glow about the wearer that gives him an aura image of god-like power.
MERP: +50 DB; all attacks against wearer have a -25 modifier.
RM: +50 DB; all attacks against wearer have a -25 modifier.
LOR: +5 Defense (no penalties), attacks against wearer have -2 to attacker's Melee OB.



King Arveleg I

10.5.2 THIRD AGE 1409

ARVELEG I, KING OF ARTHEDAIN

A haughty warrior famed for his skill with his White-bow, Arveleg I was the eighth King of the North Kingdom. He led the Dúnedain against the invading armies of Rhudaur and Angmar in T.A. 1356 after the death of his father, Argeleb I, in battle. He feared dissension and military weakness in his kingdom and was fond of pomp and splendor. Arveleg I fell in the struggle for Amon Sûl in TA. 1409, slain by an unknown Angmarean soldier.

ARVELEG I, KING OF ARTHEDAIN

Level: 28.
Race: Dúnadan.
Home: Fornost Erain.

Arveleg in MERP

Hits: 170 Melee OB: 190 Missile OB: 195
AT; Plate (60)
MERP Profession: Warrior.
MERP Stats: Co 99, Ag 100, Ig 97, St 101, Pr 100, It 91.
MERP Skills: Influence: Diplomacy 60, Influence: Leadership 80, Lore: Strategy and Tactics 90.
MERP Spells (84 PPs); Nature's Guises (5th), Nature's Ways (5th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Arveleg in Rolemaster

Hits: 170 Melee OB: 190ss Missile OB: 195cp
AT: 19 (60)
RM Profession: Fighter.
RM Stats: Co 99, SD 89, Ag 99, Me 90, Re 98, St 101, Qu 101, Pr 100, In 91, Em 78.
RM Skills: Diplomacy 60, Leadership 80, Military Organization 90, Tactics 90.
RM Spells (84 PPs): Spell Defense (10th), Barrier Law (10th), Detection Mastery (10th), Lofty Movements (10th), Weather Ways (10th), Sound's Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Inner Walls (10th). Path Mastery (10th).
Appearance: 100.

Arveleg in LOR

LOR Profession: Warrior.
LOR Stats: Strength 2, Agility 1, Intelligence 0, Movement 0, Defense 1, Melee OB 9, Missile OB 10, General 5, Subterfuge 1, Perception 1, Magical 0, Endurance 118.
LOR Spells: Protection from Magic, Shield, Item Analysis, Concentration, Fire Bolt, Sustenance, Heal, Strength, Luck, Camouflage.
LOR Experience: 8,400.

Arveleg's Principal Items

Arveleg bears the heirlooms of both Arnor and Arthedain. The first of these is described in Section 15; the Heirlooms of Arthedain are also used by Argeleb II (Section 10.1.1).

MALBORN AR-ELON

Malborn, the Tainted Seer, rose quickly in the organization of the Stone-Users, maintaining the trust of his King for all of his long and prosperous if deceitful life. Famed for his flowing scarlet robes and flashing gold ring, the tall and elegant Malborn was swayed by wealth, power, and the promise of tutelage under the Witch-king himself to join the forces of Darkness around T.A. 1400. His personal library of sorcerous tomes was unmatched in the North Kingdom.

MALBORN AR-ELON

Level: 25.
Race: Dúnadan.
Home: Malborn High, north of Fornost.

Malborn in MERP

Hits: 70 Melee OB: 85 Thrown OB: 30
AT: None (70)
MERP Profession: Mage.



Malborn

MERP Stats: Co 56, Ag 79, Ig 101, St 71, Pr 99, It 99.
MERP Skills: Base Spell 50, Directed Spell SO, Influence: Diplomacy 40, Influence: Public Speaking 40,
MERP Spells (225 PPs): Physical Enhancement (10th), Essence Hand (10th), Illusions (10th), Unbarring Ways (10th), Spell Ways (10th), Essence's Ways (10th), Spirit Mastery (10th), Essence's Perceptions (10th), Earth Law (10th), Ice Law (10th), Light Law (10th), Fire Law (10th), Lofty Bridge (10th), Water Law (10th), Living Change (10th), Wind Law (10th).

Malborn in Rolemaster

Hits: 70 Melee OB: 85ss Thrown OB: 30th da AT: 2 (70)
RM Profession: Seer.
RM Stats: Co 56, SD 90, Ag 79, Me 101, Re 101, St 71, Qu 84, Pr 99, In 99, Em 60.
RM Skills: all Directed Spells 50, Diplomacy 40, Public Speaking 40.
RM Spells (225 PPs): Delving (10th), Cloaking (10th), Attack Avoidance (25th), Detections (10th), Sense Mastery (10th), Gas Manipulation (25th), Mind Mastery (25th), Telekinesis (10th), Movement (10th), Past Visions (25th), Mind Visions (25th), True Perception (25th), Future Visions (25th), Sense Through Others (25th), True Sight (25th).
Appearance: 88.

Malborn in LOR

LOR Profession: Bard.
LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 1, Melee OB 5, Missile OB 3, General 4, Subterfuge 4, Perception 5, Magical 6, Endurance 138.
LOR Spells: Shield, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Luck, Sustenance.
LOR Experience: 7,500.

Malborn's Special Powers

Palantir Mastery: Malborn is trained in the use of the Palantíri.

Malborn's Principal Items

Wand of Fear: 3' long, casts images of death into the minds of all within a 30' radius.
MERP/RM: RR versus wielder's base attack; fail by 1-20 results in *Fear* (as spell), 21-40 results in *Terror* (target cowers screaming, effectively stunned), 41 + results in *Mind Tearing* (-100 to each mental stat, regain only 50 at the rate of 1 per week); all general effects last for 1 round per 5% failure.
LOR: Roll 2d6, subtract target's Magical skill, add wielder's Magical skill; result is the number of minutes that the target cowers in fear; if the result is 12+, the target permanently looses 1 point from Intelligence.
Gold Ring: Inset with a red crystal.
MERP: +7 adder; x3 multiplier.
RM: +7 Mentalism adder; x3 Mentalism multiplier.
LOR:+50 Endurance.
Robes and Under-robes of Tyrn-morin: His brightly colored robes.
MERP/RM: outer-robes +15 to all RRs and DB; under-robes are +40 to all RRs and DB.
LOR: outer-robes are +1 Defense (with no other penalties) and +1 to resist all illness and magic, under-robes are +4 to Defense (with no other penalties) and +4 to resist all illness and magic.

10.5.3 THIRD AGE 1974

ARVEDUI, KING OF ARTHEDAIN

The last King of Arthedain, Arvedui, ruled but ten years before foundering in the ice. His tragic escape to Forochel, typical of the haste with which he was forced to make decisions about matters of state, fulfilled Malbeth the Seer's darkest prophecy. For most of his brief reign, Arvedui relished court life, music, and flowers, and unlike many of Arthedain's Kings had little-interest in physical contests and military training. Like Argeleb II, he was a brooding figure during the last few years of his rule. Arvedui may have taken to heart the ambiguous but glum predictions of his Seers, as if he had no way of influencing events and no hope of changing them.

ARVEDUI, KING OF ARTHEDAIN

Level: 24.
Race: Dúnadan.
Home: Fornost Erain.

Arvedui in MERP

Hits: 159 Melee OB: 165 Missile OB: 170 AT: Plate (60)
MERP Profession: Warrior.
MERP Stats: Co 97, Ag 95, Ig 89, St 98, Pr 90, It 87.
MERP Skills: Ambush 5, Influence: Administration 40, Influence: Diplomacy 60, Influence: Leadership 70, Lore: History of the Dúnedain 75, Lore: Strategy and Tactics 45, Ride 60, Stalk/Hide 40.
MERP Spells (96 PPs): Detection Mastery (5th), Calm Spirits (5th), Surface Ways (5th), Protections (5th), Spell Defense (5th), Nature's Movement (5th), Nature's.

Arvedui in Rolemaster

Hits: 159 Melee OB: 165ss Missile OB: 170cp AT: 17 (60)

RM Profession: Fighter.

RM Stats: Co 97, SD 90, Ag 95, Me 91, Re 87, St 98, Qu 97, Pr 90, In 87, Em 76.

RM Skills: Administration 40, Ambush 5, Diplomacy 60, Racial History: Dúnedain 75, Leadership 70, Riding 60, Stalk/Hide 40, Military Organization 45, Tactics 45.

RM Spells (96 PPs): Spell Defense (5th), Barrier Law (5th), Detection Mastery (5th), Lofty Movements (5th), Light's Way (5th), Nature's Law (5th).

Appearance: 97.

Arvedui in LOR

LOR Profession: Warrior.

LOR Stats: Strength 3, Agility 2, Intelligence 0, Movement 0, Defense 1, Melee OB 8, Melee OB 9, General 4, Subterfuge 2, Perception 1, Magical 0, Endurance 123.

LOR Spells: Protection from Magic, Shield, Item Analysis, Balance, Fire Bolt, Camouflage.

LOR Experience: 7,200.

Arvedui's Principal Items

Arvedui has the use of the heirlooms of both the Kings of Arnor and those of the Kings of Arthedain (see Section 15.0). His usual combat garb, is listed below.

Breastplate: emblazoned with the Seven Stars of the North, worn over a chain shirt.
MERP/RM: +20 DB.
LOR: +5 Defense, -2 Subterfuge, -2 Movement, -3 Magical.

Black Helm.
MERP/RM: +5 DB.
LOR: +1 Defense.

MALBETH, HIGH SEER OF ARTHEDAIN

Also Lord Seer, High Counsel to the King. Keenest of the Royal Court's Seers, Malbeth prophesied in dark, poetic and sometimes puzzling language the collapse *of* the Arthadan kingdom. His second great prognostication, the "Long Shadow" poem recounted in *The Red Book of Westmarch,* remained unexplained for a millennium after Malbeth's death. An aesthetic being, he had little contact with anyone but the King and the other Seers during his long service to the crown.

MALBETH, HIGH SEER OF ARTHEDAIN

Level: 28.
Race: Dúnadan.
Home: Fornost.



Arvedui

Malbeth in MERP

Hits: 77 Melee OB: 70 Thrown OB: 35 AT: None (45)

MERP Profession: Animist.

MERP Stats: Co 95, Ag 71, Ig 98, St 57, Pr 100, It 100.

MERP Skills: Influence: Administration 95, Influence: Diplomacy 70, Influence: Public Speaking 50, Lore: Prophesy *95,* Lore: Dúnadan History 55, Read Runes 60, Use Items 45.

MERP Spells (84 PPs): Essence Perceptions (10th), Essence Ways (10th), Detection Mastery (10th), Sounci/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movements (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Malbeth in Rolemaster

Hits: 77 Melee OB: 70ss Thrown OB: 35th da
AT: 2 (45)

RM Profession: Seer.

RM Stats: Co 95, SD 101, Ag 71, Me 101, Re 95, St 57, Qu 70, Pr 100, In 100, Em 101.

RM Skills: Administration 95, Attunement 45, Diplomacy 70, Philosophy/ Religion: Prophecies 95, Public Speaking 50, Racial History: Dúnadan 55, Runes 60.

RM Spells (84 PPs): Past Visions (20th), Mind Visions (20th), True Perceptions (20th), Future Visions (20th), Sense Through Others (20th), True Sight (20th), Cloaking (20th), Damage Resistance (20th), Attack Avoidance (20th), Spell Resistance (20th), Sense Mastery (20th), Gas Manipulation (20th), Liquid Manipulation (20th)/ Barrier Law (10th), Lofty Movements (10th), Weather Ways (10th), Sound's Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Blood Law (10th), Bone Law (10th), Organ Law (10th), Muscle Law (10th), Nerve Law (10th), Calm Spirits (10th), Creations (10th), Symbolic Ways (10th),

Appearance: 34.

Malbeth in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 0, Intelligence 5, Movement 1, Defense 1, Melee OB 4, Missile OB 2, General 5, Subterfuge 1, Perception 5, Magical 5, Endurance 122.

LOR Spells: Shield, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Heal, Protection from Magic, Sustenance, Calm, Fire Bolt.

LOR Experience: 8,400.

Malbeth's Special Powers

Palantir Mastery: Malbeth is trained in the use of the Palantíri.

Malbeth's Principal Items

Robes: black, and embellished with the symbol of the White Orb, an emblem related both to the Palantíri and the Arthadan mystical order called the "Followers of Mandos."
MERP/RM: +30 to all RRs and DB.
LOR: +3 Defense (with no other penalties).



Malbeth

Shortsword: black steel and ithilnaur (mithril alloy).
MERP/RM: +25 OB.
LOR: +2 Damage.

Dagger of Returning: This can be thrown out to 100' without a range penalty and will return (flying) up to 4 times per day.

Ring of Doom: The black orb set in the ring emits the shadowy projection.
MERP: +7 adder; casts *Black Bolts of Doom* three times per day (up to 100' range; resolve as a +35 *Lightning Bolt,* except the target's closet loved one receives takes the damage that the target would have taken; loved one must make an RR; failure by 1-50 results in 1-10 rounds of stun no parry, failure by 51+ results in unconsciousness for 1-100 days).
RM: +7 Mentalism adder; casts *Black Bolts of Doom* three times per day (up to 100' range; resolve as a +35 *Lightning Bolt,* except the target's closet loved one receives takes the damage that the target would have taken; loved one must make an RR; failure by 1-50 results in 1-10 rounds of stun no parry, failure by 51+ results in unconsciousness for 1-100 days).

LOR: +35 Endurance; casts *Black Bolts of Doom* three times per day (up to 100' range; resolve as a *+3 Fire Bolt*, except the target's closet loved one receives takes the damage that the target would have taken; loved one must roll 2d6, adding their Magical skill and subtracting the Magical skill of Malbeth; results of less than 10 have no further effects, results of 10-12 immobilizes the loved one for 2d6 minutes, results of 12+ makes the loved one unconscious for 2d6 weeks.

ARANARTH

Arvedui's son, the Crown Prince Aranarth, ruled as the first of fifteen Chieftains of the Rangers of the North. Renowned as a slayer of Trolls and "the man who leaves no footprints," Aranarth led the Rangers for over one hundred and thirty years, a trying period during which the Dúnedain had little reason for hope. Inspirational to his followers, he was as bold as a Riverman, crafty as a Dwarf, and wood-wise as an Elf; Aranarth was the penultimate Ranger.

Aranarth as Crown Prince

Level: 18.
Race: Dúnadan,
Home: Fornost Erain.

Aranarth in MERP

Hits: 119 Melee OB: 120 Missile OB: 125 AT: Chain (65)
MERP Profession: Ranger.
MERP Stats: Co 101, Ag 89, Ig 98, St 95, Pr 99, It 101.
MERP Skills: Ambush 18, Influence; Diplomacy 30, Influence: Leadership 70, Influence: Public Speaking 40, Perception 90, Stalk/Hide 90, Track 80.
MERP Spells (144 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Surface Ways (10th), Protections (10th).

Aranarth in Rolemaster

Hits: 119 Melee OB: 120ss Missile OB: 125cp AT: 13 (65)
RM Profession: Ranger.
RM Stats: Co 101, SD 100, Ag 90, Me 99, Re 97, St 95, Qu 89, Pr 99, In 101, Em 99.
RM Skills: Ambush 18, Diplomacy 30, Leadership 70, Perception 90, Public Speaking 40, Stalk/Hide 90, Tracking 80.
RM Spells (144 PPs): Spell Defense (1th), Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th).
Appearance: 85.

Aranarth in LOR

LOR Profession; Ranger.
LOR Stats: Strength 2, Agility 0, Intelligence 1, Movement 0, Defense 1, Melee OB 6, Missile OB 7, General 4, Subterfuge 5, Perception 5, Magical 1, Endurance 85.
LOR Spells: Protection from Magic, Balance, Camouflage, Healing, Sustenance, Charm Animal, Strength, Luck.
LOR Experience: 5,400.

Aranarth as Chieftain of the Rangers

Level: 32
Race: Dúnadan.
Home: Rivendell; famous for his constant travels.

Aranarth in MERP

Hits: 150 Melee OB: 170 Missile OB: 175
MERP Skills: Ambush 32, Climb 80, Influence: Diplomacy 70, Influence: Leadership 90, Influence: Public Speaking 60, Perception 130, Ride 70, Stalk/Hide 130, Track 120.
MERP Spells (256 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Surface Ways (10th), Protections (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Aranath



Aranarth in Rolemaster

Hits: 150 Melee OB: 170ss Missile OB: 175cp
RM Skills: Ambush 32, Climbing 80, Diplomacy 70, Leadership 90, Perception 130, Public Speaking 60, Riding 70, Stalk/Hide 130, Tracking 120.
RM Spells (256 PPs): Spell Defense (10th), Barrier Law (10th), Detection Mastery (10th), Lofty Movements (10th), Weather Ways (10th), Sound's Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Path Mastery (25th), Moving Ways (25th), Nature's Guises (25th), Inner Walls (25th), Nature's Ways (25th).

Aranarth in LOR

LOR Profession: Ranger.
LOR Stats: Strength 2, Agility 0, Intelligence 1, Movement 0, Defense 1, Melee OB 8, Missile OB 9, General 5, Subterfuge 7, Perception 7, Magical 1, Endurance 121.
LOR Spells: Protection from Magic, Balance, Camouflage, Healing, Sustenance, Charm Animal, Strength, Luck, Shield, Speed, Item Analysis, Clairvoyance.
LOR Experience: 9,600.

Aranarth's Principal Items

Stone: made of white Adamant, it forms the center of the Seven Stars emblem on his black helm.
MERP: x4 multiplier; choice (once per day) of: no footprints or act as if *Hasted* for 1 round/level.
RM: x4 Channeling multiplier; choice (once per day) of: no footprints or act as if *Hasted* for 1 round/level.
LOR: +20 Endurance; choice of doing one of the following (once per day): leave no footprints or a free *Speed* spell.
Elenriss: (see Section 15.0) He has a collection of these Rangers' stars taken from comrades who've died in the wars; he carries them in a pouch on his belt.
MERP/RM: +40 to all efforts needing physical endurance.
LOR: +4 to all efforts needing physical endurance.
Black Ardarcer Troll-slaying shortsword.
MERP/RM: +20 OB; Slaying criticals versus Trolls.
LOR: +2 Damage, +1 Melee OB versus Trolls.
Composite Bow: triple normal ranges.
MERP/RM: +20 OB.
LOR: +2 Damage.
Black mail: shirt beneath deep green garb.
MERP/RM: +20 DB.
LOR: +4 Defense, -2 Subterfuge, -2 Movement, -2 Magical.
Ranger's Cloak.
MERP/RM: +40 to Stalk/Hide.
LOR: +4 to stalking and hiding maneuvers.

BUCCA OF THE MARISH

Bucca, Chieftain of the Marish—that territory which includes the marshy farmlands on the western banks of the Brandywine—was elected as first Thain of the Shire in T.A. 1979. Until the rise of Buckland and the mighty Took clan, all Thains were descendants of this unique Hobbit, founder of the Oldbuck (K. "Zaragamba") family. A lover of food and political argument, Bucca stood up to Men who threatened the Shire and bravely represented his folk at great risk. He was a life-long friend of Aranarth, Chieftain of the Rangers.

BUCCA OF THE MARISH

Level: 6.
Race: Harfoot Hobbit.
Home: Stock, on the edge of the Marish, in the Shire

Bucca in MERP

Hits: 64 Melee OB: 90 Missile OB: 90
AT: Rigid Leather (50)
MERP Profession; Warrior.
MERP Stats: Co 92, Ag 99, Ig 94, St 78; Pr 99, It 99.
MERP Skills: Ambush 5, Influence: Administration 30, Influence: Diplomacy 45, Influence: Leadership 60, Influence: Public Speaking 40, Perception 50, Stalk/Hide 60, Track 50.

Bucca in Rolemaster

Hits: 64 Melee OB: 90ss Missile OB: 90sb
AT: 10 (50)
RM Profession: Fighter.
RM Stats: Co 92, SD 88, Ag 99, Me 85, Re 96, St 78, Qu 100, Pr 99, In 99, Em 80.
RM Skills: Administration 30, Ambush 5, Diplomacy 45, Leadership 60, Perception 50, Public Speaking 40, Stalk/Hide 60, Tracking 50.
Appearance: 92.

Bucca in LOR

LOR Profession: Scout.
LOR Stats: Strength -2, Agility 3, Intelligence 0, Movement -1, Defense 3, Melee OB 5, Missile OB 5, General 3, Subterfuge 3, Perception 2, Magical -2, Endurance 64.
LOR Experience: 1,800.

Bucca's Principal Items

Weapons: Bucca has the use of the "Thain's Mathoms" (see Section 15.0). Normally, however, he simply carries a non-magical sword and wears a padded leather jerkin in his role as Chieftain of the Marish and as the peacetime Thain of the Shire. In Bucca's time, it was still common for Hobbits to carry weaponry when traveling or meeting strangers.

10.5.4 CHARACTERS OF THE WAR OF THE RING AND AFTER

ARAGORN II

Known as "Strider" to the folk of Bree and the Shire, Aragorn was born in T.A. 2931, the only son of Gilraen and Arathorn II. He was reared in the haven of Rivendell by Master Elrond until his twentieth birthday, at which time his noble lineage was revealed to him: he was heir to the combined kingdoms of Arnor and Gondor. For the next eighty years Aragorn traveled the roads of Middle-earth. Much of his time he spent commanding the Rangers who patrolled the North, keeping it safe for unsuspecting peoples such as the Hobbits of the Shire. He walked everywhere he went: this was the most practical way of getting around in the barren wilds of Eriador, and because of his height—6'9"—he had a very long stride. Aragorn's travels took him far afield to other parts of Endor, gaining knowledge of Sauron and his minions and seeking allies for the War that all the Wise knew must come in his lifetime, He served in the armies of Rohan and Gondor in the guise of a common man, under the name Thorongil, and than ventured south across the deadly wastes of Harad and beyond, meeting folk in distant lands who shared his hopes for the final defeat of evil and giving them such aid and encouragement as one wise but lonely traveler could offer. When the crisis of the War of the Ring approached, he was back in Eriador, leading the Rangers *in* the defence of the Shire, and he was eventually almost single-handedly responsible for the Ringbearer's safe arrival in Rivendell.

For the most part, Aragorn's long labor in pursuit of his destiny was motivated by the intensely moral tradition in which he was raised. This was the culmination of the philosophy and dreams of the Faithful of ancient Númenor, maintained by their cousins, the Half-elven of Imladris, and upheld by the iron-souled sons and daughters of lost Arnor. In Aragorn's case, this tradition was reinforced by his love for the Lady Arwen Undomiel. He met her when very young and was told that he was not worthy of a woman of such ancient lineage. Much of his decades of travels and burdens he endured to become worthy of the daughter of Elrond; he made himself a King to win her hand, and they reigned more than a hundred and twenty years in perfect accord as monarchs of Arnor and Gondor. In appearance, Aragorn was tall and relatively slender; though he possessed the strength of a Númenórean heir, it was well concealed. His hair was dark brown, and he was clean-shaven, also after the manner of the Númenóreans. As Strider, he normally wore clothes of green and brown color, very worn boots, and a dark cloak. He was often considered a "shady fellow" by many who did not guess his purpose or identity.

ARAGORN II

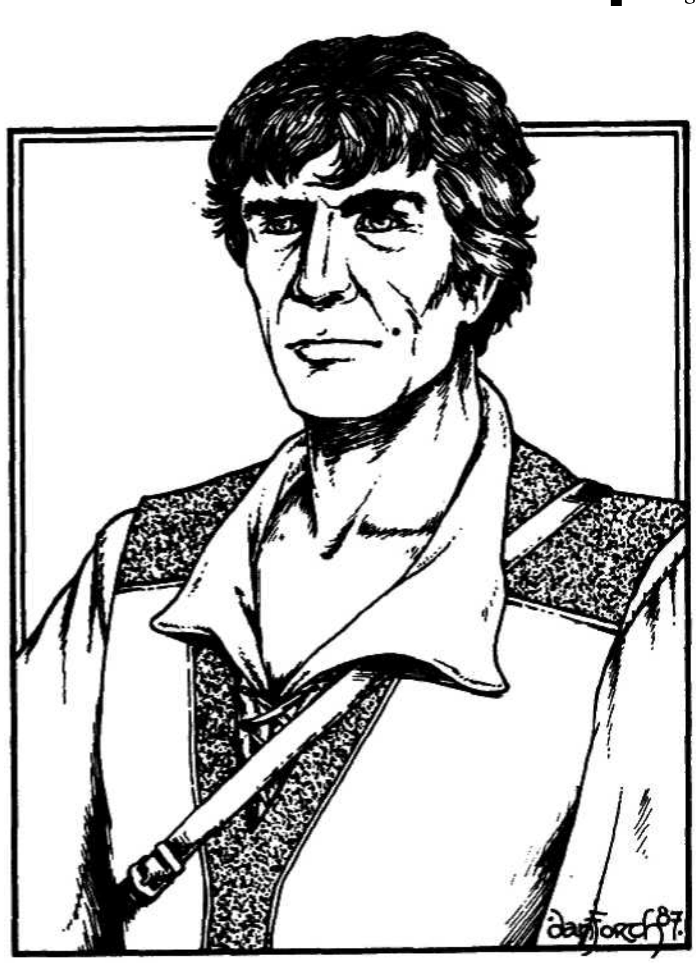
Level: 27.
Race: High Dúnadan.
Home: Based in Rivendell, but travels constantly.

ARAGORN II

(at. T.A. 3018, Pre-War of the Rings)

Aragorn in MERP

Hits: 180 Melee OB: 185 Missile OB: 180 AT: None (60)
MERP Profession: Ranger.
MERP Stats: Co 102, Ag 100, Ig 96, St 101, Pr 100, It 102.
MERP Skills: Acrobatics 100, Art: Sing 105, Athletic: Dance 98, Athletic: Sailing 110, Climb 193, Detect Traps 133, First Aid 113, Influence: Diplomacy 100, Influence: Leadership 130, Influence: Public Speaking 100, Influence: Seduction 100, Influence: Trading 92, Lore: Administration 92, Lore: Forestry 170, Lore: Navigation 92, Lore: Strategy and Tactics 117, Perception 152, Pick Locks 116, Read Runes 100, Ride 196, Stalk/Hide 115, Swim 193, Tracking 167, Trickery 104, Use Items 100.



Aragorn II

MERP Spells (324 PPs): Path Mastery (10th), Moving Ways (10th), Nature's Guises (10th), Nature's Ways (10th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th), Plant Mastery (10th), Direct Channeling (10th), Animal Mastery (10th), Bone/Muscle Ways (10th), Blood Ways (10th), Organ Ways (10th), Purifications (10th), Creations (10th).

Aragorn in Rolemaster

Hits: 180 Melee OB: 185ss/bs Missile OB: 180lb AT: I (60)

RM Profession: Ranger.

RM Stats: Co 102, SD 96, Ag 100, Me 89, Re 97, St 101, Qu 101, Pr 100, In 102, Em 100.

RM Skills: Acrobatics 100, Administration 92, Attunement 100, Climbing 193, Dance 98, Detect Traps 133, Diplomacy 100, First Aid 113, Leadership 130, Military Organization 177, Navigation 92, Perception 152, Pick Locks 116, Public Speaking 100, Region Lore: ail forests 170, Riding 196, Runes 100, Sailing 110, Seduction 100, Singing 105, Stalk/Hide 115, Swimming 193, Tactics 117, Tracking 167, Trading 92, Trickery 104.



Strider

RM Spells (324 PPs): Blood Law (10th), Bone Law (10th), Organ Law (10th), Muscle Law (10th), Nerve Law (10th), Nature's Movement (10th), Plant Mastery (10th), Animal Mastery (10th), Herb Mastery (10th), Nature's Lore (10th), Nature's Protections (10th), Path Mastery (20th), Moving Ways (20th), Nature's Guises (20th), Inner Walls (20th), Nature's Ways (20th).

Appearance: 80.

Aragorn in LOR

LOR Profession: Ranger.

LOR Stats: Strength 1, Agility 0, Intelligence 1, Movement 0, Defense 1, Melee OB 9, Missile OB 8, General 8, Subterfuge 5, Perception 7, Magical 4, Endurance 101.

LOR Spells: Healing, Camouflage, Charm Animal, Balance, Sustenance, Strength.

LOR Experience: 8,100.

Aragorn's Principal Items

(Before the Ring Quest)

Broken Sword: During the first part of the ting quest, Aragorn bears the Shards of Narsil. The history of the Shards is given in Section 15.0; it is actually a Númenórean broadsword with the blade broken off below the hilt. The remainder of the blade stays in the sheath. Aragorn carries the Shards of Narsil whenever he is on missions relevant to the destiny foretold of him.
MERP/RM: +30 OB.
LOR: +4 Damage.

Formegil: His favorite blade before his long travels beyond the borders is this broadsword retrieved from a barrow in the Twilight Hills. It detects Orcs and cannot be fumbled in combat.
MERP: +20 OB; secondary Slash critical; Mithril weapon.
RM; +20 OB; Slash critical of one less severity; Mithril weapon.
LOR: +3 Damage, +1 Melee OB.

Cloak of the Valacirca.
MERP/RM: +20 to all RRs and DB.
LOR: +3 Defense (with no other penalties).

Longbow: Elven design, fashioned in Lórien; it can be fired every round without penalty and is extremely lightweight (half normal weight).
MERP/RM: +30 OB.
LOR: +3 Damage, +1 Missile OB.

Bone Ring: before Aragorn was given the Star of Elendil, he wore this simple ring.
MERP: x4 multiplier.
RM: x4 Channeling multiplier.
LOR: +20 Endurance.

Aragorn's Principal Items

(During the Ring Quest)

Andúril: The Shards of Narsil, re-forged by the Elver-smiths of Rivendell. It will flame on command: it can burn hot or it can burn cold.
MERP: +50 OB; Holy weapon; choice of secondary Heat critical (Slaying versus Orcs) or Cold critical (Slaying versus Undead),
RM: +50 OB; Holy weapon; delivers choice of extra criticals: Heat (Slaying versus Orcs) or Cold (Slaying versus Undead).
LOR: +6 Damage, +3 Melee OB.

Star of Elendil: Given to him by Galadriel in Lórien.
MERP: continuous *Prayer,* x6 multiplier.
RM: continuous *Prayer*; x6 Channeling multiplier.
LOR: continuous *Luck* spell, +30 Endurance.

Sheath: Given to him by Galadriel in Lórien; the sword drawn from it is practically unbreakable. It will always draw swiftly, but will never come out accidentally or clumsily.
MERP/RM: +100 to resist breaking; no penalty for drawing the blade and attacking in the same round.
LOR: +10 to resist breaking.

ARAGORN AS ELESSAR, KING OF THE REUNITED KINGDOMS *(after T.A. 3019)*

Level: 36.

Aragorn as Elessar in MERP

Hits: 185 Melee OB: 200 Missile OB: 180
AT: Chain (75)

Aragorn as Elessar in Rolemaster

Hits: 185 Melee OB: 200bs Missile OB: 180
AT: 19 (75)

Aragorn as Elessar in LOR

LOR Stats: Strength 2, Agility 1, Intelligence 2, Movement 0, Defense 1, Melee OB 10, Missile OB 8, General 8, Subterfuge 5, Perception 7, Magical 4, Endurance 101.

LOR Experience: 10,800.

Principal Items as Elessar

Mithril Helm: as Elessar, the Elfstone, of the line he names Telcontar, Aragorn wears the mithril helm of Gondor, black mithril chain mail, and a black surcoat emblazoned with the symbols of the Two Kingdoms: Gondor's White Tree, circled by Arnor's Seven Stars, and topped by Elendil's Silver Crown, in silver-white thread. When presiding over affairs of the realms, he also bears the Scepter of Annúminas, the royal symbol of Arnor, and the Ring of Barahir, Both of these are described in Chapter 15.0.

Mithril Mail: made of a black ithilnaur alloy, it encumbers as chain armor but protects as plate armor.
MERP: +35 DB.
RM: +35 DB; armor penalties of AT 15.
LOR: +6 Defense, -2 Subterfuge, -2 Movement, -2 Magical.

Crown of the Reunited Kingdoms: made of mithril inlaid with gold, it has a receptacle for the Star of Elendil to be set in the brow.
MERP/RM: +10 DB.
LOR: +1 Defense (with no other penalties).

War-helm: made of mithril inlaid with gold, it has a receptacle for the Star of Elendil to be set in the brow.
MERP/RM: +15 DB.
LOR: +1 Defense (with no other penalties).

Shield: black with a mithril rim and inlay.
MERP/RM: +25 DB.
LOR: +3 Defense, -1 Magical.

PALADIN II, 31ST THAIN OF THE SHIRE

More conventional than the young heroes of the War, but still an important figure, Paladin was the Master of Tookland and 31st Thain of the Shire (T. A. 3015-F. A. 15). He showed the aggressive spirit of the Took tradition and was the only Clan-chieftain in the Shire to mount an organized resistance to Lotho Sackville-Baggins' coup and Sharkey's rule of the Shire during the War of the Ring. Coming to the Thain-ship at a fairly advanced age, he had been fond of organizing hunting trips to the Shire borders all his life and saw to it that some of the tougher border Tooks were on hand to teach his lads the business of hunting mannish Ruffians. He was in the process of arranging a secret reorganization of the Shire-muster for a general revolt against Sharkey when the Ringbearer and his party arrived and started an uprising on their own. With the aid of Merry and Pippin, he led a sweep of the Southfarthing that cleared the Ruffians out of the Shire and drove them beyond Sarn Ford, liberating the Rivermen and Eriadoran settlements there and establishing a base for the Rangers of the North to push the rest of Saruman's minions out of Eriador.

After the war Paladin had long discussion with his son Pippin over the way of things. He reorganized the Shire government and established a rudimentary school system in Tookland. Some fifteen years later, at the age of 101, he died of the Red Flux while in negotiations for the supplying of the Arnorian work crews rebuilding Annúminas. His son became Thain after him and expanded on many of his policies.

PALADIN II, 31ST THAIN OF THE SHIRE

Level: 7.
Race: Fallohide Hobbit.
Home: Great Smials, in the Shire.

Paladin in MERP

Hits: 67 Melee OB: 105 Missile OB: 110
AT: Chain (60)
MERP Profession: Warrior.
MERP Stats: Co 96, Ag 100, Ig 94, St 99, Pr 98, It 98.
MERP Skills: Influence: Administration 35, Influence: Diplomacy 35, Influence: Leadership 50, Perception 35, Public Speaking 40, Ride 20, Lore: Strategy and Tactics 35.
MERP Spells (7 PPs): see Principle Items below.

Paladin in Rolemaster

Paladin Took

Hits: 67 Melee OB: 105ss Missile OB: 110sb
AT: 16(60)
RM Profession: Fighter
RM Stats: Co 96, SD 88, Ag 100, Me 80, Re 94, St 99, Qu 99, Pr 98, In 98, Em 90.
RM Skills: Administration 35, Diplomacy 35, Leadership 50, Military Organization 35, Perception 35, Public Speaking 40, Riding 20, Tactics 35,
RM Spells (7 PPs): see Principle Items below.
Appearance: 90.



Paladin in LOR

LOR Profession: Scout.
LOR Stats: Strength -2, Agility 3, Intelligence 0, Movement -2, Defense 3, Melee OB 5, Missile OB 6, General 3, Subterfuge 3, Perception 2, Magical -2, Endurance 54.
LOR Experience: 2,100.

Paladin's Principal Items

Thain's Mathoms: Paladin uses the "Thain's Mathoms" (see Section 15.0); his stats are given as wearing these magic items, which he did during the war with Sharkey and Lotho.

11.0 A TRAVELER'S GUIDE TO ARNOR

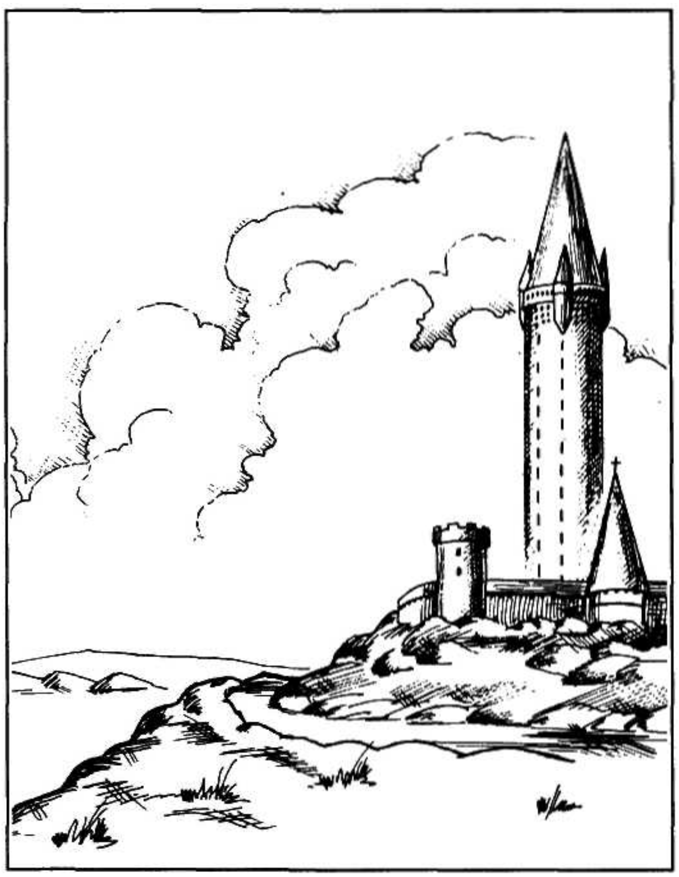
This section is a gazetteer, containing information for travelers and adventurers, with entries for the regions, towns, and places likely to be visited or talked of during a role playing campaign set in Arnor. Each entry describes the type of country traversed, some persons or creatures that might be encountered there, and sometimes the accommodations available. Some entries, to avoid duplication, refer the reader to other parts of the module for the necessary information.

Not every town and region in Eriador is given the same coverage. Some are simply not as interesting as others; some are less likely to be visited. Two regions (Bree and Oiomíril) are described in greater detail to serve as examples of Eriadoran places, characters, and politics.

The descriptions are, by and large, keyed to T.A. 1643. History is briefly noted to highlight important past events and provide alternative settings for campaigns set in earlier times. Text relating events in later years is given to permit adventures in the time of the War of The Ring and the Fourth Age.

AMON SÛL

See WEATHERTOP.



Amon Sûl

THE ANGLE

The thin strip of fertile land that stretches along the Rivers Mitheithel and Bruinen, from Tharbad all the way to the Trollshaws, is called the Hoarwell Marches by the soldiers and politicians of Eriador. It has been the focus of economic and military activity in eastern Eriador for thousands of years.

The northern end of the Marches is the En Egladil, or "Angle," of southern Rhudaur. The Mithiethel and Bruinen both leave the fells, the broken country lying along the western flanks of the Misty Mountains, and wander some *sixty* miles through rolling country before merging at Fennas Drúnin, Along their banks and in some of the small valleys inland farming is possible, and so the "angle" between the two rivers has been fought over since the Elder Days.

Traditionally, the Hillmen and anyone controlling the upper Gwathló basin raid downriver, pillaging the farming communities of the southern marches; the civilized peoples campaign upriver to punish the raiders and to conquer their lands for settlement. The Angle has changed hands repeatedly over the last five hundred years as the fortunes of the Rhudaurim and Cardolani wax and wane. Fëotar, at the southern end of the Hoarwell Marches, has endured the brunt of repeated raids by the Hillmen into Cardolan as well as Orc raids from the En Eredoriath. Consequently, they cooperate with the lords of the En Egladil and support their efforts to remain independent. In the 1630's, before the Great Plague struck, King Ermegil of Rhudaur and Broggha, the Targ-arm of the Hillmen, campaigned to overrun the Angle and drive south into Fëotar. Bemakinda, General of the Fëotari throughout this period, led the fight against them and managed to restrain their depredations. In the aftermath of the Great Plague, he restored two keeps of the centra! Angle, Thuin Boid and Harnalda, to Eriadoran control.

Fennas Drúnin

The chief town of the Angle sits on the point where the Bruinen flows into the Mitheithel. In the Second Age, the location was contested by Eriadoran lords and Hillmen until a wall and stone keep were finally built by Númenórean adventurers in S.A. 2910. Fennas Drúnin was the most prosperous town in Rhudaur until the wars of the Sister Kingdoms began. The great wooden bridge the Arnorian engineers built over the Mitheithel is long since burned down. The town has changed hands repeatedly over the years, being ruled in turn by Rhudaur, Cardolan, Fëotar, and by independent lords and renegade mercenaries.

It now sits high above the rivers' normal flood stages on a mound built of the rubble from the many times it has been sacked and sieged. The most recent siege, that by King Ermegil Stonearm

most recent siege, that by King Ermegil Stonearm of Rhudaur in T. A. 1635, did the town less harm then many, and it is now run by a local Council and a Mercenary Guild financed partially by Fëotar and the Canotar of Tharbad and partially by the rather high tolls on the ferries crossing the rivers. Thorlaven, the High Captain of the Guild of Mercenaries, is a corrupt man who'd sell out to Ermegil in a minute if the Rhudauran ruler wasn't both far away and bankrupt. Dallo Point, the leader of the local Stoor Hobbits and owner of the best of the local vineyards, is trying to obtain evidence on Thorlaven and get rid of him before he causes any more trouble.

In Later Years

The Hillmen are wiped out in Rogrog's War of 1689-98. Thereafter, the fortunes of all the peoples of the Hoarwell Marches depend, for most of the later Third Age, on the Trolls. As a general trend, whenever the Troll population of the Rhudaur is on the downswing, mannish settlement, either Dunnish or Eriadoran, pushes up the Hoarwell at least as far as the Last Bridge. When it is on the upswing, usually when Sauron is active, Men must flee downriver or be slain and devoured. One such Troll invasion begins around T.A. 2940, just in time to trouble Gandalf the Grey and Thorin Oakenshield on their quest to retake Erebor from Smaug the Dragon. The Rangers of the North fight back this invasion over the next few decades, but renewed Orc raids from the Misty Mountains keep the Angle relatively uninhabited for the rest of the century.

ANGMAR

(S. "Iron-home")

Angmar is an isolated and desolate highland realm at the northern end of the Misty Mountains, northeast of the traditional bounds of Arnor. It consists of two plateaus, the Nan Angmar (S. "Iron-home Valley")and the Gundalok Shelf, one on either side of the main spine of the Hithaeglir, connected by the Angirith (S. "Iron Pass"). In the First Age, the Misty Mountains ran directly up against the Iron Mountains that guarded Morgoth's ice northern domain. The Ered Engrin were destroyed in the War of Wrath. All that remains of the junction of the ranges is a mountain knot that falls off northward into the rocky plains of the Northern Waste.

The Grey Mountains run eastward from the knot, separated from it by a pass called the Den Lóke, the "Dragon Passage." On the eastern side of the knot and south of the Grey Mountains is the Gundalok Shelf. On the western side of the Den Lóke looms Mount Gundabad, the highest peak in the region and home to the largest Orc city north of Mordor. Its rulers have dominated the Gundalok Shelf since early in the Second Age, save only for those few occasions when Men or Dwarves drove them down into their city and held them there.

The main spine of the Hithaeglir turns at the knot and sends out two great arms westward towards Arthedain. The vast bowl lying between the mountain arms is the Nan Angmar. From the point where the Angsiril (S. "Iron-stream") spills out through a gap in its western escarpment, the plateau rises about three thousand feet up to the Angirith, which carries a road over the Hithaeglir onto the Gundalok Shelf, A secondary pass, the Aksa Ruin, leads from the Angirith directly to Gundabad and the Den Lóke. The roads over these passes and plateaus would feel familiar to travelers from Eriador, for they were originally laid out by Arnorian engineers looking for a passage to the East and a way to drive the Orcs of the Misty Mountains away from their frontiers. The Arthedain, under Amlaith, their first King, made another attempt at this. They sent envoys into Wilderland and killed Orc-chieftains at the gates of Gundabad, but eventually gave up the project. The Witch-king, who made the Lord of Gundabad his vassal, improved the roads left by the Dúnedain; he uses them to bring supplies to his armies from the distant East.

Because of its latitude, altitude, and rocky, infertile soils, Angmar is rather uninviting and mostly unsuited to agriculture. Indeed, lowlanders who venture onto this plateau should expect shortness of breath and altitude sickness for the first week or so of their stay—precious few Arthadan spies even make the attempt. Most of Angmar's human population lives along the westernmost edge of the Nan Angmar, where the Angsiril and its tributaries provide some sheltered and watered vales. Farther up, one finds mostly herdsmen, Orcs, and Trolls, The towns of Angmar are situated at strategic points and near the sites of old mines, Carn Dûm, the Witch-king's capital and Angmar's only city, is perched on a mountain shoulder at the western end of the Forjargsh, the northern of the two arms of the mountains. A old Dwarven road, now called the Men Angmar, leads south along the edge of the plateau past the fortress-towns of Angsûl, Morkai, and Kuska, to Shedûn at the end of the Hyarjargsh (the southern arm), and thence southward into Rhudaur. The Men Rhûnen, another good road, this one laid out by Amlaith's engineers, runs east along the northern side of the bleak Nan Angmar past the priest-college town of Litash, to the Angirith and over it to Gundalok.

History

The Forjargsh and the Hyarjargsh are spotted with ancient Dwarf-mines, some dating back to the Second Age, when Durin's Folk cut the Len Ered through the fells west of the Misty Mountains looking for mineral wealth. They found good copper and other metals at Carn Dûm, Baruk-Zigil, and a number of other locations, and reduced the numbers of the Orcs for many generations.

In the Third Age, the Dwarves' interest and strength in the region dwindled. Arnorian border forces, operating from Barad Eldanar on the eastern edge of the En Eredoriath, took up the slack. The Eldanar family and the lesser folk settling in the few fertile valleys on this frontier became the easternmost frontier of Arthedain in T.A. 861; the irritation they caused the Kings of Rhudaur

eventually resulted in some petty border wars that helped relax the Arthadan watch on the Nan Angmar. When an "Evil Spirit" led the goblins of the Forjargsh in a campaign to drive the Dwarves out of Carn Dûm in T.A. 1276, few in Arthedain save Baron Eldanar himself took any great notice.

By the end of the century, a mysterious new King of Angmar had appeared. He revealed the extent of his connections and financial resources when he started importing Easterling mercenaries to give an edge of skill to his new army of Orcs and human renegades. The situation got worse; a frontier force led by Baron Eldanar was defeated and virtually destroyed in 1301; Barad Eldanar itself fell to the Angmarim in 1325. Arthedain and Rhudaur were obliged to rebuild their defenses westward and southward, and never again had the logistical resources to campaign directly against the Nan Angmar. Other sections in this module tell of their steady decline during the ensuing centuries of war.

Points of Interest

Fortresses of Angmar. The keeps at Carn Dûm, Angsûl, Morkai, and Shedûn were all founded in the period T.A. 1349-1358 to serve as bases for various parts of the Angmarean army. The resources of the realm are spread so thinly that the forces can only be concentrated for a major campaign. Most of the planning takes place in Carn Dûm. Raids by elite units of Men are planned and organized in the capital; they then stage their attacks from the frontier garrisons—Cargash and Eldanar edging the Udanoriath and Penmorva in Rhudaur.

Cargash. More properly named Mindil Cargash, the fortification is a chiefjumping-offpoint for Angmarean raids across the Udanoriath into northern Arthedain. Built on the foundation of an old Arnorian tower around T.A. 1400, Cargash has some farmable land around it and is a constant supply of frontier gossip.

Corlagon the Red. A half-dozen Cave-drakes, Cold-drakes, and Land-drakes find that the caves of the Nan Angmar provide comfortable lairs. Fell Beasts, cousins to the Winged-drakes, prefer underground nests located at higher elevations; in the Misty Mountains, as in the Ered Luin, they fly by night to avoid the Great Eagles. Corlagon, a Winged-drake, is the greatest of these terrors. He resides above the Rist Angsiril, a pass in the Hyarjargsh connecting the Ettenmoors of Rhudaur with the Nan Angmar near Litash. Corlagon rarely ventures into Angmar proper after the founding of Litash, but instead hunts goats high in the mountains and caru on the northern fringe of the Ettenmoors. Almost fifty feet long and possessing a hundred-foot wingspan, the dragon dwells in an immense cavern with a dozen Troll slaves and a considerable pile of treasure. He serves as a convenient border guard for the Witch-king.

Barad Eldanar. A fine old Arnorian castle, Eldanar now serves as a starting point for raids into eastern Arthedain. It is the westernmost cavalry base of the Angmarim and has a large and dangerous garrison.

In Later Years

The realm of Angmar ceases to exist when its main army is destroyed at the Battle of Nenuial in T.A. 1975. Most of the survivors die during the three hundred mile retreat to Angmar, Elvish and Gondorian forces arrive outside the primary Angmarean fortresses late in the year to find that the mannish population of the Iron-land has either fled or been slain and devoured by the surviving Orcs and Trolls. Elrond Half-elven's magic breaks the gates of the keeps. This is much to the annoyance of Prince Eärnur of Gondor, who finds that the great Elvish Lord will not speak with him because of his family's quarrel with the Noldor of the south. Nevertheless, Angmar and its works are destroyed, and most of them crumble and fade into the barren desolation of the North.

The only visitors to the area for the rest of the Third Age, aside from the occasional treasure-hunter or curiosity seeker, are periodic long range patrols of the Rangers of the North and various Dwarven expeditions during the Wat of the Dwarves and Orcs in the 28th century. Never the less, the Fourth Age heirs of the Dúnedain of the North remember Barad Eldanar; it will be rebuilt.



Angsîril Valley

ANNON BARAN

Minor port on the lower Baranduin. See GIRITHLIN.

ANNÚMINAS

The titular capital of Arnor from S.A. 3396 until its destruction in T.A 1409. See Section 12.1.

ARTHEDAIN

The senior kingdom of the three formed after the division of Arnor. Technically, since T.A. 1349, its Kings have claimed to be the rulers of Arnor reunited. In T.A. 1643, the Cardolani principalities of Girithlin and Tyrn Gorthad support that claim, but their administrations remain separate from those of the Arthedain. Consequently, the kingdom is bounded in this fashion: on the east, the Weather Hills and the farthest line of the North Downs; on the north, the Rammas Formen and the Talath Muil; on the west, the middle stretch of the River Lhûn and, south of that, the Tower Hills and the foothills of the southern Blue Mountains; on the south, the Baranduin from its last bend before the sea up to the Bridge of Stonebows on the Great East Road, and thence following roughly along the Road to the Base of Weathertop. The Arthedain claim Numeriador, the rough land between the Lhûn and the northern Blue Mountains, but they do little to enforce it. An ancient protectorate over the Northern Wastes as far as the Bay of Forochel is also little-enforced.



The symbol of Arthedain is a circle of seven stars, some variation of which is part of the colors of virtually all the soldiers serving in the kingdom. Royal troops wear black armor with a black surcoat.

Various parts of Arthedain are described in detail in this section under the entries for: BREE, EMYN SÛL, EMYN UIAL, FORNOST ERAIN, NAN TURATH, NENUIAL, NORTH DOWNS, and SIRAGALË.

BARROW-DOWNS

See TYRN GORTHAD and Section 14.1.

BAREKETTA

The family seat of House Eketta (see Section 10.1.2). Set on the eastern shore of Nenuial, it has long been thought one of the loveliest keeps in Arthedain. Bareketta was completed in its final form in T.A. 407 and has had its fortifications rebuilt several times over the years. Its most famous moment came in 1409, during the Angmarean invasion. The siege of Barekketa was led by the Angûlion, the Witch-king's chief henchmen in Angmar. He fought a duel at the gateway of the keep with Eärwen, the pregnant wife of the injured Aratar Camrin Eketta. She summoned lightning from runes built into the gate to blind the evil sorcerer and struck him down with the sword Spiritfire. The Angûlion used his magic to flee from the scene and has never since risked his person in combat with the forces of Arthedain.

BLUE MOUNTAINS

See ERED LUIN.

Duel between Angûlion and Eärwen

BREE AND BREE-LAND

GM Note: *Bree is given a more detailed description then most of the entries in the Travelers Guide, both because it is centrally located for adventurers and because it serves as a good example of the ways of the Eriadoran common folk. All it lacks to be any other village in Arthedain or Cardolan is a Dúnadan* or *some*

a

other feudal lord, one who would tend to be somewhat more intrusive than Mayor Heathertoes, the official leader of Bree-kind, and somewhat more officious than the mild-mannered Captain Meneldil, who is looked to by all as the unofficial leader of Bree-land's law-enforcement and guard.

Bree-land is an Arthadan crown fief centered around the junction of the Arnorian East and North Roads. It is relatively unfortified, a result of the mystique of Elendil's Royal Roads and the fixation of the Arthadan Kings on their northeastern border. The inhabitants are mainly of ancient Mebion Bron (Dunnish) stock, although culturally they are Eriadoran through and through. The fief contains four villages within its boundaries: Bree, on the western slope of Bree-hill; Staddle, on the other side of the hill; Combe, a few miles to the east; and Archet, a few miles northeast of Bree, The Chetwood, a good-sized but tame forest, is considered part of Bree-land and lies just north of Archet. Each village is small and consists primarily of farmhouses and cottages with a few craft shops.

Bree-land, which survived much of the Third Age in relative peace, was devastated by the Great Invasion of 1409 and rebuilt by the surviving Bree-folk. Through the time of the Petty Wars, the area has sustained its modest level of prosperity and remains an island of relative peace in a increasingly violent world. It lost population in this century due to the massive Hobbit immigration to the Shire and the Great Plague of 1636. Its simple economic system has remained stable, however, and the people still farm their land and hold their market festivals in all seasons of the year. The King's Rest Inn, in Bree proper, is a center of gossip and news from all over. The Arthadan garrison, eighty-one infantrymen under a veteran captain, is enough to keep the villages safe, but inadequate to patrol beyond the fiefs approaches and bounds. There is, therefore, some threat of bandits on the roads beyond a day's march of the junction.

History

The small, fertile, lowland around Bree has been almost continuously inhabited since the First Age. It was formed by the collection of good soil in a depressed area of the Eriadoran upland after a glacial age that ended long before the rising of the sun. Even in modern times, the drainage of Bree-land is primarily eastward into the Midgewater Marshes and then underground towards the sea. The westward-facing downs bordering the region are dry, chalky and relatively treeless, isolating the country from the river valleys of the Baranduin and Gwathló.

Early in the First Age of the sun, the ancestors of the Edain crossed the Misty Mountains and settled for a time in the region of Bree-land. They established themselves in the area stretching from the southern Weather Hills through the northern Barrow-downs, building earthen forts in defense against their enemies. The soil upon the downs was poor, but the land surrounding Bree-hill was rich and fertile, and their community prospered. Small Adan homesteads were set in the lowlands, for herding was their main means of support. Atop the hills near the fortified refuges, these adventurous Men buried their Kings and Queens in entombed barrows, or mounds; often they erected large rings of stone upon the green hillocks as funereal monuments.

This first ancient settlement endured for some two hundred years, until most of the Edain, driven by threat or some unknown call, left their primitive homes and crossed the Ered Luin to join the war against Morgoth. Only the barrows and the forts remained as reminders of their presence. Soon other Men came and settled in the region, most oblivious to the great war raging west of the mountains.

The war against Morgoth ended with terrible earthquakes, cataclysms, and turmoils. Orcs and other foul creatures let loose by Morgoth overwhelmed the mannish settlers and destroyed many of their villages. Bree-land remained uninhabited for a time, as Men resettled and regrouped, founding new kingdoms.

With the passing of Morgoth, Eriador was given peace. Rugged Eriadan hunters roamed the region and fished the cool waters. No towns or unity came to Bree-land during the early days, although eventually a modest, fortified meeting place was built at the ancient Edain ruin atop Bree-hill. When the Dark Lord Sauron arose to trouble the Noldor of Eregion, a small accompanying settlement was established by Dunnish descendants of the Mebion Bron who'd immigrated into Eriador centuries before. Now, they were fleeing north to avoid the War of the Elves and Sauron. They chose the south side of the heights because its location afforded protection against the cold northern winds and commanded a view of the natural trade routes in the surrounding lowlands. When the wars ended and Sauron was driven out of Eriador by the Elves and Númenóreans, many survivors of the Mebion Bron tribesmen gathered at Bree, forming a mixed community of farmers and herdsmen.

The young site proved fortuitous. When the Faithful began immigrating into Eriador in the late Second Age, Estuir Brerinor (S. "Hill-land's Rest") became one of the stopping places on the Men Forod (S. "North Way") between Tharbad and the towers on the North Downs. When Númenor fell and the Elendili came to Middle-earth, the Bree-landers welcomed their lordship and became part of Arnor. Bree's location made it an important stopping place for merchants and travellers. An Arnorian royal governer provided law for the region, and Arnor's troops patrolled its borders as well. But Bree-land always remained rural in flavor, because of its rather isolated location far from the larger, central towns, and due to the lack of any metals to mine or water-power for mills and manufacture.

When Arnor split into three lesser realms in T.A. 861, Bree became part of Arthedain. Within sight of Bree, Cardolan fortified the Great East Road all along the northern section of the Barrow-downs and built several forts. Directly to the east of Bree, Rhudaur battled the other two kingdoms for the possession of Amon Sûl. Bree, just beyond the primary battlefields of these wars, managed to escape almost undamaged. The devastation wreaked by the forces of Angmar was another matter. The first assault upon Arthedain, of which Bree was a part, came in T.A. 1300, and a century of constant warfare followed. The people of Bree soon learned to live with the constant terror of Orc raids, and many small battles destroyed their crops and laid waste to their homes.

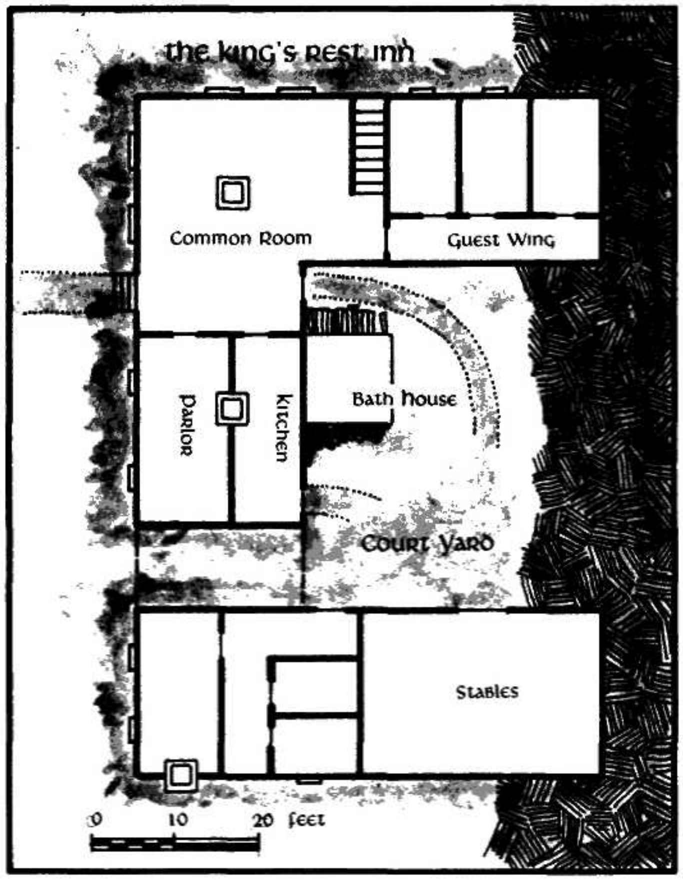
Refugees came from the north and east, swelling the population of the town. Fallohide and Harfoot Hobbits were among these fugitives. Practical and independent, Hobbits soon overcame any doubts that the Bree-landers had about their worth, and, after the first few decades of their residence, they were as much a part of Bree-land as the mannish settlers.

In 1409, Bree was razed to the ground by the armies of the Witch-king. Its inhabitants were forced to flee before the coming of the armies and, led by the wizard Gandalf the Grey, found temporary refuge across the Baranduin in Siragalë. Relatively few people lost their lives; with aid from the King and the Elves, the Bree-landers survived the ensuing winter easily. Soon the war became a matter of infrequent skirmishes, and the two centuries that followed were relatively uneventful. The devastated landscape attracted few Orcish raiders, and Cardolan no longer posed a threat, so King Araphor rechartered the towns of Bree-land and eliminated the position of governer. The most significant occurence since the Second Northern War came in T.A. 1600-1, when many of the Hobbits in overcrowded Bree-land migrated westward into Siragalë, There they formed an independent fief under the King of Arthedain, which they came to call the Shire.

In T.A. 1636, the Great Plague swept across Eriador. About one of every eight people in Bree fell victim to the disease, far fewer than those that died in towns and cities to the east or south. The disaster tightened the ties between Bree and the newly-founded Shire, and the two groups stood by one another in need. Food, healing herbs, and healers of both races passed between the settlements, attempting to ease the dreadful aftermath of the Plague.

T.A 1643

War and pestilence have not changed Bree in any profound manner. The culture and politics in this era are a combination of quaint customs, strong kinship bonds, and modified versions of the venerable law codes of Arnor and Arthedain. Customs from the ancient Mebion Bron mix with Eriadoran legacies and practices brought from Rhovanion by the Hobbits. Informality is usually the norm, but this does not mean that there is any lack of seriousness—even among the jovial Halflings. Outsiders are many, but their actions ate carefully watched, and the earthy, conservative, peaceful Bree-ways in most cases prevail.



King's Rest Inn

The King's Rest Inn

The King's Rest Inn is the largest building in Bree village. It boasts three stories and sports two wings that slope back from the road. Within, there are twenty comfortable rooms sized to accommodate men and two smaller chambers for visiting Hobbits. The Rest is meticulously clean. Ham Rushy, the innkeeper, employs half a dozen maids, three cooks, and four grooms. The first floor of the inn holds the common room. It is spacious, furnished with wooden benches and tables, and warmed in winter by a crackling fire in the huge central hearth. The kitchen, two parlors, two bedrooms for Hobbits, and three mannish bedrooms are also located on the first floor. Both upper stories are devoted to guest rooms. The servants sleep in the attic.

Ham Rushy is extremely particular about the quality of the food and beer served in his house. Ten years ago, King Argeleb of Arthedain slept at the Rest and complimented the innkeeper on his fine comestibles. Ham remains devoted to ensuring that the inn maintains the high quality that brought him royal praise. Flavorful soups, succulent roast meats, hearty stews, lean cold meats, rich cheeses, crusty breads, fresh eggs, creamy butter, fine cakes, and delicate roast fowl are all prepared in the kitchen at the request of the patrons. The King's Rest deserves its reputation as the best inn on the Great East Road and the Greenway.

Quite naturally, no one in Bree-land objects to an inn that serves the finest ale available at reasonable prices. The rooms are also moderately priced, and Ham permits guests to share them and split the fees. Bedchambers are simply furnished with thick quilts and soft featherbeds. Impecunious travellers may sleep on the benches of the common room, so long as they don't disturb the other guests. A special luxury for the plump in pocket is a small bathhouse located in the yard. It can be reserved for a fee.

The Town Guard

The Bree Town-guard was founded in the late Second Age when the village fathers and High King Elendil both agreed that the traditional town watch and militia needed to be augmented with trained soldiers. The guard currently includes four gatekeepers, whose duty it is to watch the gates of Bree at night and question latecomers as to their business. Serious wrongdoing is handled by the remainder of the guard—a company of the Royal Army of Arthedain, the Tirrim Brerinor (only the soldiers themselves use this Sindarin name). Eighty-one soldiers is large number for such an isolated place, but Bree is a fairly significant road junction and one of the few densely inhabited areas remaining in southern Arthedain. Its strategic location along the East Road and beside the borders of what were once Cardolan and Rhudaur have given it enhanced importance.

One squad (Tulkarim) of guardsmen incarcerates drunks and local wrongdoers in the tiny jails in Bree-town. Separate squads enforce the law in each of the three outlying villages of Bree-land, while the majority of the company patrols the roads and borders, keeping bandits and worse foes at bay. A small guardhouse in each village provides beds for the guards. A few individuals are quartered with local families. The relationship between the soldiers, who are mostly from Fornost, and the Bree-landers is traditionally good. A few locals with a yearning for adventure and excitement have even enlisted in the guard. Although there hasn't been much excitement, service in the guard affords an unparalleled opportunity to learn swordsmanship and archery from well-trained, competent warriors; retired guardsmen are routinely made officers in the Ethiron Brerinor, the Bree-land militia, which backs the guard up when real trouble starts.



A town guard

The Bree-land Moot

The Moot, or assembly, is supposed to meet but once a year, on October thirtieth, the last day of the autumn fair. All the Men and Hobbits of the district gather then to discuss the affairs of Bree-land and to enact or change laws. Most Moots are a good deal of gossip and drinking mixed with a moderate amount of business. Rigorous debates often take place, regardless of need or concern, simply because the citizenry enjoys a fine bit of verbal sparring. Farmer Heathertoes, the mayor, brings proposals before this illustrious ruling body, and these matters are voted on with characteristic enthusiasm. Moots deal with such crucial matters as the defenses of Bree, taxes, boundaries, and as well as minor issues. The mayor is not reluctant to call a Moot at other times should the need arise, be it an Orc-raid, a new tax from Fornost, or simply a visit from royalty.

The Office of the Mayor

The mayorship is a largely honorary position. The mayor controls the treasury, money which primarily goes to the upkeep of the roads of Bree-land. His only other duties are opening the autumn fair and presiding at the harvest and spring festivals. To be elected mayor of Bree-land is a sign of the respect, esteem and affection of the Men and Hobbits of the region. The term of office is three years; mayors are chosen at the Moot. Rory Heathertoes has been the mayor of Bree-land for the last ten years. He is fifty and accepted the position when his father retired from the post.

Farming in Bree-land

The farms of Bree-land are of varied sizes; some only a few acres, while others encompass a hundred or mo re. The small farmers who work fields around the four villages of Bree-land live inside the village walls; the outlying families and those with larger farms dwell on their lands. The farmhouses of the outlying farms range dramatically in size from huge two-story affairs that house the farmer, his family, his servants, and his laborers to snug cottages that hold a single small family. In spite of the relative lack of trouble in the last few generations, all of the outlying farms are defensible.

The soil of Bree-land is deep, dark, very fertile, and well-watered. The climate is mild, and centuries of cultivation have not diminished the bounteous harvests. The Men of Bree tend the land carefully in order to maintain its fertility. They rotate their crops, leaving fields fallow every three years, and many plant nitrogen-fixing crops such as peas. Trees are routinely replaced when chopped down, both to protect the soil and also to create a supply of wood for the next generation of Bree-landers.

Bree-land farmers are sound agriculturalists and cultivate a wide variety of crops, including wheat, potatoes, rye, barley, hops, oats, flax, cabbages, turnips, and parsnips. In addition, most farmers' wives keep kitchen gardens in which grow peas, beans, radishes, onions, and different herbs. Most farmers possess a few fruit trees, bearing apples, pears, cherries, peaches, and plums. Currants, gooseberries, and raspberries are also common, nearly every Bree-lander owns a few animals, often pasturing them with their neighbors' larger herds. Thus, there are generous supplies of pork, mutton, and some beef, plus plenty of milk and butter for all. Bree-folk like to eat well.

Economy and Commerce

Bree-landers relish bartering, trading goods and services among themselves regularly. Hard currency is rarely used, except, of course, in the inn and with outside traders. Even in the latter case, the Bree-folk barter whenever they can. Through a complicated and ancient arrangement with the blacksmith of Bree and several farmers, Dwarves of the Blue Mountains are supplied with smoked and salted pork, bacon, butter, and other necessities in exchange for iron ore and other metals.

Most cash changes hands at the autumn market when traders come from as far north as Fornost, Arthedain's fortified capital.

Fall is the busiest and most exciting time of the year, Bree-landers take advantage of the fair to stock up on hard-to-get items such as needles, fine thread, steel-tipped or edged tools, and other items that make life on the farm more comfortable.



A Hobbit in his Garden

Many families are almost entirely self-sufficient; women weave and spin, while men do carpentry and some leather work. An informal market is held every two weeks in Bree, which gives people the opportunity to supplement household deficiencies. Craftsmen fill in the gaps, doing special work the farmer is unable to tackle, or simply lend a hand during the busy time of the year. The miller is really the only indispensable non-farmer, besides the innkeeper, of course.

The Men and Hobbits of Bree have close friendly relationships, often working together on various farm tasks. Commonly they trade off farm chores, Men accomplishing a task better suited to a mannish height for a Hobbit-farmer, and vice versa. The Halflings' adept fingers are in particular demand in close quarters or where extreme dexterity is desired. Some of the mannish families even have Hobbit-sized chairs in their parlors; their children enjoy having tot-sized furniture.

Life in Bree Village

Travelers, soldiers, merchants, and caravans headed in every direction pass through Bree. Villagers regard these strangers with tolerance, as long as they don't cause trouble or lurk in areas away from the roads. Curious Bree-landers who wish to meet the wayfarers go to the Rest for an evening of ale and storytelling. There are never that many outlanders, and Bree thus retains its character as an agricultural community more interested in local happenings than the events of the wide world.

Yet, in its own way, Bree is a lively place year round. Although it has grown colder of late, because of the malignant influence and power of the Witch-king, heavy snows are rare, and the roads are well-travelled throughout the seasons. Dwarves frequently pass through, journeying between their mines in the Ered Luin, the Misty Mountains, and Rhovanion. Some have become a familiar sight to many of the locals, since they arrange trading between Dwarves and Bree-landers. Merchants and traders who do business in Arthedain and Gondor are also frequent visitors.

Farmers form the bulk of the population of Bree village, along with agricultural laborers, guardsmen, and artisans. There are no real commercial stores or shops, since everyone supplies his own needs or makes up the lack from the market held every two weeks. Travelers who need to replenish their stores may seek out the appropriate craftsman in his workshop—a weaver, a carpenter, a blacksmith, and a stone mason ply their craft within Bree. A tanner and leatherworker possesses a roomy shop outside the town's walls.

Bree is built on the gentle western slopes of Bree-hill. The promontory shelters the town, and windows of the houses face west and south to catch the afternoon sunlight. There are about one hundred dwellings in the village, most of them built above the road and set into the side of the hill. Because of this arrangement, gardens are located on the southern and western sides of the hill, in the front of the houses. The Great East Road cuts through a small corner of the village, travelling along the foot of the hill, but most homes were placed away from the thoroughfare.

Bree's residences are built of honey-colored stone, quarried a few miles away or taken from the remains of old forts to the south and west. The houses are solid and comfortable, like their inhabitants. Most possess at least two stories, since the first floor's backmost rooms and part of the second are buried in Bree-hill. Little firewood is needed to keep the dwellings warm in winter, since they make use of the earth's insulation. Thick, dry thatching brought from the nearby marshes makes excellent roofing—the hollow reeds halting cold at Yuletide, heat in mid-summer, and shedding rain in all seasons. Many residences sport an attached shed to shelter hogs, chickens, and a cow or two. Bree's streets are cobbled, and sewage is not permitted to run freely. Nightsoil is commonly reserved for use as fertilizer, since most villagers are farmers. Water is plentiful; the town has several wells that are shared by the community. On the whole, Bree is prosperous, its streets neat and orderly, its houses and gardens tidy.

Several families of Hobbits live on the upper slopes of Bree-hill in cozy smials (H. "Holes"), although the majority of the Bree-land Halflings reside in Staddle, Bree's smials were dug parallel to the slope of the hill—a common Kuduk practice—the adjoining underground chambers possessing wide round windows opening to the south to catch the light. A typical smial boasts several round doors and a pretty, sloping garden in front. A small shed, or, in a few cases, a separate livestock smial, houses a cow or a few chickens.

Staddle

Archet, Combe, and Staddle are farming communities like Bree, but far smaller and lacking defensive walls. All three villages lie beside small roads that crisscross Bree-land in haphazard fashion, having been built with no particular plan. Thickly clustered groups of houses—most joined in extended units around little courtyards, since they were often built by offshoots of the same family—comprise the heart of each community. While all of the Bree-land villages stand on ancient foundations, they have been destroyed, burned down, and rebuilt several times through the centuries.

A mile from Bree, Staddle is on the opposite side of Bree-hill. Containing only twenty homes, it was founded almost entirely for the convenience of those farmers whose land laid east of Bree-hill, since it saved time not to go tramping around the heights in order to tend the fields; the village got its royal charter as recently as T.A 1250, and does not trouble to elect a mayor to oversea its village moot. Commerce between Bree and Staddle is steady, since the two towns are so close and smaller community is completely lacking in merchants and artisans. The joke around Bree is that Staddle barely has a population of its

own. Staddle also has no inn or tavern, so the Men and Hobbits of the village regularly go to the King's Rest in Bree for a drink and a fireside chat. In addition, there are many family ties between the two villages, especially among the Hobbits.

Combe

Combe is the most isolated of the villages, lying some four miles east of Bree in a deep valley. The Great East Road bypasses Combe, for the engineers of Elendil's time chose to avoid the rather steep hills guarding the entrance to the vale. Combe was burned down in T.A. 1409 and used as an Orc-hold for two years—rebuilding was complicated by the foul refuse left by Angmarim, but the village was rechartered in T.A, 1420.

Currently, a single small dirt track passes through Combe and unites it with the wider world outside. However, Combe must and does have craftsmen of its own—including a blacksmith, a cobbler, a tanner, a carpenter, a stone mason and a weaver. It also boasts a tiny inn, the Blue Trout, for travellers too weary to go on toward Bree, Two private chambers and the taproom—available after hours for thrifty sleepers—are the extent of the Trout's accomodations. The inn is a popular meeting place for the Men of Combe, and the beer is excellent. Combe' contains some fifty homes edged by a few scattered farmhouses. Remote farms lie to the east and south and are also considered part of the community. The area's soil is fertile, due mainly to a small river, the Rushlight, that meanders through the valley and, indeed, right through Combe itself.

Archet

Archet is the northernmost village of Bree-land, It lies in a clearing within the fringes of the Chetwood, the large forest north and east of Bree. Like Combe, it became an Angmarean hold during the Great Northern War and was not rechartered until T.A. 1420, after the last rogue goblins were cleaned out of the woodlands and the adjacent Midgewater Marshes. Archet is comprised of about thirty-five stone houses located among gently rolling hills cultivated with crops. A pleasant hamlet, it produces an unusual cheese due to a species of wildflower that grows only in the Archet's immediate environs. The arinlotë (Q. "Morning-petal") is craved by the villagers' goats, Archet is three miles from Bree and about a mile from the Greenway. Like the rest of Bree-land, the region is quite fertile.

The Chetwood

The Chetwood, considered part of Bree-land, is a tame place. The largest wild animals roaming beneath its trees are deer—the wolves were killed off centuries ago. Pigs under the care of swineherds range freely throughout the forest without fear of predators. The Men of Archet venture on regular hunting trips, and venison is a favorite dish. The well-watered wood provides an ideal climate for fungi. In the summer months, Archet's women bring huge baskets of white mushrooms to market.

The Heathertoes

No one knows where or when the family got its name, but they say there's always been a Heathertoe in Bree-land. The Heathertoe family was among the original settlers, though they have long since forgotten that fact. Numerous Heathertoes dwell throughout the region, most of them flourishing. They are all related, but it takes a Hobbit—which they are not—to keep track of dozens aunts, uncles, in-laws, first, second, and third cousins once or twice removed. Old Mat and his son Rory own Heathertoe Farm, the largest in Bree-land, and are acknowledged as the patriarchs of the clan.

Mat Heathertoes is in his eighties and still quite fit and active. His wrinkled face and silver hair are deceptive; Mat works with the vigor of a man many years younger. Mat held the office of mayor for forty-two years, and folk still come to him for advice and to settle disputes. He is astute, intelligent, tactful, good-natured, and a superb farmer.

Effie Heathertoes is as old and wrinkled as her husband and still as lively. The source of universal advice for local women, Effie is cheerful and resourceful and manages to cope with most problems. She is also a healer, and her garden contains an extensive collection of herbs, some acquired from Dúnadan friends in Fornost. Effie has a remarkable talent for applying the proper medicines and cures—she successfully nursed a number of Bree-landers through the Plague. Effie can stitch up most wounds, set broken limbs, and treats any common illnesses. Her services are free to those who cannot spare a coin for a loaf of bread. She is also a midwife, albeit retired. Effie is very perceptive and an excellent source of local gossip.

Erling Heathertoes, the oldest surviving son of Mat and Effie, should have been heir to the family farm. He grew up an oddity, possessing golden hair and reaching the height of six feet, virtually unheard of in Bree-land. Fate having marked him for great things, Erling renounced his claim to the farm in favor of his brother Rory. Taking money given him by his father, he set off to seek his fortune. In his ten years away from Bree, he made many strange acquaintances and friendships, of whom he speaks but little and rarely, Erling is a friend of Gandalf, and has visited Rivendell, Fornost, Gondor and lands south. He never talks of his adventures, and people love to speculate about the source of his wealth. The tales get wilder as the years progress, some claiming that Erling spent his time away from home as a successful pirate, while others say that he killed a dragon and stole its wealth. When Erling returned twenty-two years ago, he built a large house on the outskirts of Bree and got married. Erling and his wife Hilda have three children: a son and two daughters. They enjoy traveling and visit Fornost once every two years. Erling is a skilled fighter, very competent, but friendly. He corresponds regularly with friends in Fornost and Arthedain.

Erling's riches are stored in the cellar of his home. Having done Dwarves a tremendous favor, he was given three magical chests in which to store to keep his gold. The chests contain about twenty thousand gold coins. They are enchanted and can be moved or opened only by Erling or someone he designates. Hilda, Mat, Effie, Rory, and Daisy (Erling's and Rory's sister) have access to the chests should the need arise.

Rory Heathertoes is the mayor of Bree-land in addition to the responsibilities of running the family farm. He is Erling's younger brother and Daisy Heathertoe Fernwood's twin. Rory is widowed and has only one child, Holly. He doesn't spend much time mayoring—one reason why he's so well-liked—since he has more than enough to do minding his farm. The Heathertoe farm is very well-managed, and Rory sees to it that only the best workers tend his crops and fields.

Rory is intelligent and fairly well-lettered; he enjoys a good book and a good tale, and he and Erling own a respectable library between them. He has set up a small school for the children of Bree and the surrounding farms. An astute politician and a fair man, Rory would never cheat anyone on a bargain. He served in the Dagarim Aran in his youth and is a respectable fighter. He has friends in northern Arthedain, with whom he still retains close ties. For all his experience and worldliness, Rory is a solid Bree-lander and would never live anywhere else or be anything other than a farmer. Like his brother, he is a firm friend of Gandalf. Rory frequently visits the King's Rest, for he is avidly interested in news of the outside world. He is of medium height, with dark hair and a fine tan.

Daisy Heathertoe Fernwood is a widow with five grown children. Her offspring have all married, and she keeps house for her twin brother, also a widower. Her husband was quite well-to-do, so she is not poor. Daisy is a healer and a midwife, taught by her mother. She is well-liked and an attractive widow for all of her fifty years. Her face and figure are still surprisingly youthful, and her dark glossy hair is unmarked by grey. She is an excellent cook and a fine housekeeper, and many Men hope she may try matrimony again.

Holly Heathertoes resembles her uncle; her golden hair is like a beacon among the brown-haired Bree-landers. A bit of Northman blood permeates the Heathertoe line, and Holly, like Erling, appears to have gotten more than her share. She has also inherited the family intelligence and good nature. Daisy taught her to read and write at an early age, and Holly is an avid reader, surpassing even her father. She also cooks delectable meals, sews a fine seam, and leads a busy, but not strenuous, life, since there are plenty of servants in her household. Holly is well traveled, for she has accompanied her aunt and uncle on all of their journeys to Fornost and other portions of the kingdom. Her beauty has won her a following with lads everywhere; she is always prettily dressed in fine linen and occasionally wears silk on festive occasions. Holly is being seriously courted by Meneldir, the captain of the Town-guard. There is a good deal of speculation as to when the couple will finally announce their engagement.



A Hobbit spinning

The Heathertoe Farm

Eight hundred acres of beautiful fields and meadows, the Heathertoe Farm lies about a mile southwest of Bree. A small army of workers tend the holding. Rory keeps sheep, cattle, pigs, chickens, geese, and ducks; his fields grow wheat, rye, some hops and barley, potatoes, turnips, parsnips, cabbages, peas, flax, and beans. The orchard boasts a variety of fruit trees, and the manor includes an ice-house. Daisy and Holly brew excellent beer, and the cellar is stocked with the finest wines.

The manor is a large stone building built in a square around a central courtyard. Each of the two main floors surrounds three sides of the court and contains three 10' by 12' rooms and several smaller chambers. The remaining side comprises a pair of small closets and a 30' by 12' hall; the cellar below it holds the kitchens and pantry Ceilings are low—no more than seven feet high, and generally measuring a little over six feet. A storage loft is located above the ball, forming a spacious attic. The Heathertoes currently share the manor with a few farm workers and servants; the remainder live in small cottages on the estate. The Heathertoe house is thought quite luxurious and grand by the people of Bree. Rebuilt in T.A. 1410 after it was destroyed by the marauding troops of Angmar, the building is in excellent repair and solidly constructed.

The Greenhands

Hobson Greenhand is the Bree schoolmaster. A native Bree-lander, his ambitious parents sent him north to Fornost to further his education, hoping that he would make something of himself in the Royal Court at Fornost. There, he held a minor post as a scholar until, upon the death of his parents, he returned to Bree. His learning impressed Rory Heathertoes so much that the latter decided to open a school. The school is the grand farmer's pet project, and he pays the schoolmaster out of his own pocket.

Hobson is a special favorite of the women of Bree; the maidens prize his good looks and manners, and their mothers value his good sense. Hobson shares his small cottage with his eighteen year old sister. Aster, who keeps house for him. Two servants, Gambly and Dora Colwhich, tend the small Greenhand farm and look after the livestock. Aster is quiet and decorous—her brother's education and training rubbed off upon her. She is a favorite of the Heathertoe family, and Erling's oldest son shows a marked predilection for her company.

The schoolmaster's prize possession is his collection of books, especially his history texts of Gondor, Arnor, and Númenor, and some tomes on Elven lore. Erling Heathertoes seeks books for the schoolmaster's library whenever he travels. Hobson is well paid by Rory for his instructional efforts.

The Thistledews

The Thistledews are another farming family; their fields are somewhat smaller than those of the Heathertoes, but still impressive in scale. These two families are related through marriages too complicated to interest anyone but a Hobbit. Tolman Thistledew is more retiring than Rory and prefers to let his friend take the limelight. Together with the Fernwoods, the Thistledews and Heathertoes pretty much run Bree.

Tolman is a year or two older than Rory and happily married. He has two younger brothers, Will and Bob, both of whom possess substantial farms of their own. All the Thistledew brothers have large crews of children of varying ages. Three of Daisy Fernwood's children married into the Thistledew family.

The Thistledew brothers are very much alike; each is a successful farmer, friendly, hospitable, and prudent. Like most of the Men of Bree-land, they are short and broad-shouldered, with ruddy complexions. Bob is a widower and is courting Daisy. All three Thistledew brothers own large, comfortable farmhouses, and combined holdings which speak of fair wealth. Accordingly, they sit in the market court with Rory. In fact, when Rory and Mat are asked to judge a dispute, they generally consult with the Thistledews before making a decision. None of the three brothers has ever left Bree-land.

The Fernwoods

Fernwood Farm is about the size of the Thistledew Farm. Halfast Fernwood, Daisy's oldest son, has run it since the death of his father five years ago. Halfast is young, 28, but has experienced advisors to help him. When her son married Nora Thistledew three years ago, Daisy tactfully returned to Rory to make room for the new bride. The young couple has one child. The farm has not suffered with the change of ownership, since Halfast was taught the ropes by his father and is intelligent enough to ask for advice when he needs it.

The Sandheavers

The Sandheavers are the wealthiest Hobbits in the district; their diverse skills combine to form a very profitable family enterprise. They share a large smial above the town of Bree and are on good terms with their neighbors. Each is tall as Hobbits go, for they carry a strong Fallohide strain. They are particular friends of the Heathertoe family, although like most Halflings, they don't mix much with Men or Dwarves.

Rose Sandheaver, the widow of Gamwich Sandheaver, is a weaver, and she supplies most of Bree with linens and woolens. Many families do have a loom of their own, bur most find it impossible to keep up with the family demand for cloth. The Sandheavers alone lack such a problem; indeed, Rose is the finest weaver that Bree has seen in many a year. She runs her workshop with the help of three daughters, and often receives commissions from both the Shire and Fornost Erain. Rose, Holly, and Primrose (her elder two daughters) weave skeins of wool and spun flax into cloth made lovely by damask or colored patterns. Her younger daughter, Rose, sews for folk who want a more elegant touch to their garments.

Rose the elder is seventy-six, middle-aged for a Hobbit, and owned the workshop prior to and during her marriage. Her husband was a prosperous fanner, and her eldest son ,Gam, now looks after the farm. Her weaving brings in quite a bit of money, and her three daughters have sizeable dowries, not to mention wonderful trousseaus. The large sunny workshop is a popular meeting place for young Hobbit lads and lasses who hold spinning

parties there in evenings. Her three daughters are pretty by Hobbit standards, and Rose herself is still handsome. All four women are much sought after by the bachelors of the district.

Hal Sandheaver, Rose's brother-in-law, is the smial builder for the Hobbits of Bree-land and is often called to the Shire. Constructing a smial is skilled work, since Hobbits have a proclivity for dry abodes where the roof does not collapse. Large or small, Hal can do the job, charging according to his customer's ability to pay. Hal's work takes him throughout Bree-land, far from his home in Staddle. In addition to building smials, he designs and refurbishes all manner of cellars. His reputation is good, for thus far his smials have stood the test of passing years. Most of his time is spent in repair and refurbishing work. His travels have given him an official position of mailman, and Hal enjoys carrying letters back and forth between the Shirefolk and their relations in Bree. Tom Sandheaver, another smial builder, is Hal's cousin and lives in the Shire. He often assists his cousin on difficult or lengthy jobs.

Coldomac Tunnelly

Coldomac Tunnelly is the richest single Hobbit in Bree and probably one of the most eccentric. Coldomac's grandfather left Bree for unknown reasons and returned a wealthy man. Since then, the Tunnellys have been living off the treasure he gained. Coldamac, an only child, was sole heir to his grandfather's very large fortune. He fancies that he resembles his grandfather in character and attitude, and is never seen without the short sword that the old Hobbit brought home from his travels. He stands almost four feet tall, but his fine figure is marred by the ubiquitous small Hobbit potbelly. His hobbies are archery, in which he excels, and swordsmanship. To this end, he practices daily with members of the town guard, much to Meneldir's amusement.

Coldomac has a large library and access to the Heathertoe books. He is well versed in history and Elven lore and speaks fluent Sindarin. Coldomac finds Bree dull and longs for excitement. He is, however, quite intelligent, and would probably never venture upon the Barrow-downs or anyplace else ridiculously dangerous.

Coldomac is a friend to the Dwarves who mine in the Blue Mountains and has visited the Khazâd towns there. He owns a suit of Dwarven chainmail, and a Dwarven sword. Such a connection is rare among the Hobbits, and, perhaps because of this peculiar friendship, Coldomac is a bachelor known as the town eccentric. In reality he is a simple fellow whose generosity prevents him from turningaway anyone in need. His considerable wealth amounts to about five thousand gold pieces; the bulk of his holdings are kept by the Dwarves in the Ered Luin. Coldomac frequently visits the Shire and has explored the Tower Hills.

The Broadleaf Clan

The Broadleafs are considered a shiftless, irresponsible lot, up to no good when they're up to anything at all, and even suspected to possess Easterling blood. Their proclivity for raiding henroosts, poaching, and other small misdeeds are among Meneldir's chief worries.

Len Broadleaf is the patriarch of this most notorious family. He and his wife have a dozen children of varying ages. His eight sons continually find mischief, and his daughters are not much better, bringing out the worst proclivities in their acquaintance. The only reason that the family is tolerated in the district is that Len and his offspring, to earn a little money, do necessary but unpleasant tasks such as cleaning out the farmhouse privy.

Len and his sons are too cunning to be openly lawless, but they nevertheless do quite a bit of damage. Meneldir suspects that Len has connections with bandits attacking travellers along the road; and, in fact, his suspicions are justified. Harry Broadleaf, the oldest son, found life in Bree too uneventful and departed to join an outlaw band roaming the woods south of town. He still returns home, under the cover of darkness, to catch up on all the news and gossip and to pick up "supplies" acquired by his brothers for the outlaws. Harry is a mercenary soul and has grandiose dreams of wealth and power.

Hal Broadleaf, along with his father, is the chief spy for the bandits. Hal haunts the common room of the King's Rest each evening listening to gossip and sizing up travelers as to their wealth and means. He drinks and talks little, preferring to keep a clear head. He seems quiet, soft-spoken fellow, the first to yield in an argument—his reserve hides an underhanded and cowardly nature. Hal often meets with the bandits after he leaves the common room and tells them of any good prospects. The residents of Bree-land rightfully mistrust him.

Maisy Broadleaf is the family favorite; she would be an attractive lass, if she bathed more frequently and dressed with any degree of care. Harry introduced her to Comac the Northman, the leader of the outlaws, and the couple hit it off immediately. Since her lover is jealous, Maisy takes pains to conceal her charms from other men; hence the apparent squalor displayed in her person. Of course, when going to tryst with her beloved, she is always clean and prettily adorned. Maisy would prefer the security of a respectable home and family, but she can't resist the charms and cosseting of Cormac, who spoils her outrageously.

Maisy is fairly honest, since she covets the good opinion of Her neighbors. She is often offered odd jobs to do on the farms. She rarely gives Cormac a tip, prefering not to get involved with his doings. She has caught the eye of one of the guardsmen, who is rather taken with her. While not encouraging the young man's advances, she's also not giving him a cold shoulder.

Ham and Cora Rushy

In Eriador, the innkeeper is usually an important local figure, and the owner of the King's Rest is no exception. In his establishment, Bree-folk gather to hear the news and to talk with the wayfarers who travel the roads. It requires an astute fellow to tactfully manage the crowds that pass through his inn. The beer and ales must be good, the ponies stabled, and the food cooked to dozens of different tastes. The common room should be lively, but not too rambunctious, for after all, the King's Rest is a respectable establishment, not a tavern for drunkards.

The current innkeeper, Ham Rushy, with the help of his wife Cora, is equal to his position. Cora focuses especially on the kitchen, scrupulously supervising the preparation of all meals served. Several times a week, the couple hitches up their wagon to shop for produce at the local farms. In addition, the maids go out daily for the more perishable items on the inn's bill of fare. The Rushys keep no livestock, since such would take up room in the stables and inconvenience the guests, but their neighbors do. The innkeeper's purchases are the steadiest source of cash for many of the farmers about Bree-hill.

Cora also handles the money, seeing to it that each traveler pays for his accommodations. She is shrewd in her evaluation of travelers seeking a room; if a new arrival looks impecunious, she tactfully suggests that he spend the night in the common room or, not unreasonably, demands chat he show some proof of coinage in his possession. Dwarves, she claims, are the most reliable customers. It is considered quite acceptable for the innkeeper to demand payment in advance; after all, these are hard times for many. In truth, ten years ago, the Rushy couple could have done well with a larger inn. Now, due to reduced traffic along the roads, the size of the inn is just right.

The Guard Captain

Meneldir, an Aroquen of the Dagarim Aran, is the Captain of the Town-guard in Bree. He hails from Fornost, and is of Dúnadan and Eriadoran parentage. He comes from a good family, although he is not a member of the nobility. Meneldir is an experienced soldier and has seen quite a bit of action against Angmar.

His command in Bree is actually a semi-retirement, since he has already put in twenty-five years of military service. He is only forty-five, still young for a man of Dúnadan blood, Meneldir loves farming and plans a permanent retirement in Bree. He is courting Holly Heathertoes and visits the Heathertoe farm most evenings, where he's welcomed as part of the family,. Meneldir is universally liked and respected.

Bree-land is a comparatively quiet backwater, but the Captain's position is not a sinecure. Meneldir often leads the patrils of the area; on its farther reaches, the odd Troll, Orc, or even Undead haunt may be encountered in addition to desperate Men seeking a living through banditry. Travellers of all sorts pass through Bree, some more honest than others, and a few are inclined to cause trouble.

Meneldir sometimes urges travelers from the East to mention Rhovanian as the land of opportunity for eager youths, should the topic of their travels arise in the inn's common room. Meneldir sincerely hopes that some of Len Broadleafs sons will find the talk irresistible. The Captain of the Guard also trusts, along the whole of Bree-land, that the next generation of Broadleafs will be, if nothing else, less, prolific.

The School

Years ago, Rory Heathertoe built a small solid house just outside Bree as a school for the children. The building is heated by two stoves and well-supplied with tables and chairs. Parents of school children provide fuel in wintertime and see to it that their offspring have slate and chalk for learning to read and write. The school meets six days a week and boasts nearly thirty-five pupils, a charming mix of Hobbit and mannish kids. Attendance is limited to the morning only, leaving students free for afternoon chores and games. They have very little homework, since books are few Three different readers, brought from Fornost, are used while school is in session. Simple arithmetic, history, and some geography complete the curriculum. When the weather is fine, classes are held out of doors. Hobson, the teacher, is well liked by his students. He is regarded with friendly affection throughout the town, but considered to be just a bit on the odd side.

The school is a source of pride for the people of Bree. Derogatory comments by strangers on the size of the town or its isolation are faced with the retort that, "Bree-land has a proper school, which is more than most can say."

The Mill

There is one watermill just west of Bree-hill, on the banks of Bitter Creek. Everyone brings their grain there, since they admit, however grudgingly, that the miller does a fine job. The mill is not particularly large, but ample for the needs of Bree-land. Its huge stones were cut by the finest craftsmen in Fornost. The grain is ground by the cutting action of the millstones, and the miller adjusts their speed to the density of the grain.

Millers are rarely popular in the districts they serve. Many locals feel that the miller is taking bread out of their mouths, since he takes payment in flour. Worse, he grows prosperous on other folk's sweat and labor,

Bree-landers really have no cause for complaint with their current miller. Bill Rushlight is as honest and as cheerful as they come—he wouldn't even think of cheating a customer. But the farmers, being otherwise self-sufficient, find it galling to go to another source to grind the grain that they grow.

Bill Rushlight has a reputation better than that to which most millers can aspire. He is thought to be a fine, upstanding, well-to-do man. Many hearts softened towards him after his recent marriage to May Woodstock,

a pretty, but impecunious orphan. Bree-folk pitted her misfortunes, and ail were pleased and surprised when Bill, a confirmed bachelor, made her his wife. To add to the excitement, Rushlight whisked his new bride off to Fornost on a pleasure-trip after the bridal ceremony. Although considered slightly crazy, the gesture increased the miller's popularity considerably, since the Bree-landers, solid farmers that they are, love a romantic story. Bill is of medium height and has a broad build. May is twenty years old and expecting the couple's first child very soon.

The Blacksmithy

There aren't many horses in Bree, but there's still plenty of work for the blacksmith, Bernar Mossy is a talented craftsman and makes, excellent farming tools and horseshoes, as well as dabbling in ornamental ironwork. His skills are limited to domestic projects, however; he can make a respectable scythe, but he is not a weaponsmith and has no interest in that craft.

Bernar is the tallest man in Bree (except for Meneldir), standing 6'2" in his stocking feet. He is also the strongest—smithing builds impressive muscles. Not that it matters, since the Man never wrestles and is not prone to violence in a quarrel. Because of his size, few bother him. Bernar's smithy is located across from the King's Rest, and he has a snug house on the slopes of the hill. The shop is large and well-equipped, since he does most of the metal working for the area. Bernar's son and two apprentices give him a hand

The Carpenter's Shop

Duffy is the youngest craftsman in town. He is a newcomer to Bree-land, originally hailing from Occum, a town to the north on the Men Formen. Duffy was apprenticed to his uncle in Bree, since the lad seemed to have a talent for woodworking. Uncle Sam was a fair carpenter with a passion for strong drink and recklessness. Two years ago, he ventured onto the Barrow-downs one night and never returned.

The disappearance left twenty-year-old Duffy in charge of the shop. Extraordinarily shy and retiring, the youth is the opposite of his uncle. He has become a decent carpenter and is not above learning an old trick from a more experienced hand than himself. Duffy's primary work lies in furniture and cabinet making, as well as planing boards for flooring; he does very little house construction, since the homes of Bree-land are made of stone.

Duffy employs two Hobbit apprentices, and since he is he only carpenter in Bree his workshop and yard are fairly large. The young Man has recently imported fine carpentry tools for his work; the results have been so satisfactory that his trade has doubled. Duffy is particularly shy of women and has been known to duck behind corners on the approach of a particularly attractive girl.

The Tannery

Another bachelor, Cob is in his early thirties. When the tannery came to him seven years ago, he purchased land outside the Bree Hedge and moved the operation there. People were very pleased, since tanning leather is a smelly affair. Like Duffy, Cob is a respectable but not extraordinary craftsman. He produces good leather for everyday use—quality sufficient for the farming community. He works primarily with cow-hide, sheepskin, goat skin, and occasionally deer skin.

Cob is not fond of his trade, but he works with care; he is too proud to allow himself to be accused of shoddy workmanship. His primary desire lies towards farming, and to this end he keeps some cattle and sheep. He is saving money to buy land and hopes to marry May Thistledew, daughter of Will Thistledew, when he finally acquires some acreage.

Figures of Intrigue

Bree is a parochial place, but all sorts of people, good and bad, pass through the town. Some are ordinary travelers, others are merchants, and some are thieves. The less reputable travelers wait till they are beyond the borders of Bree-land before making trouble for their fellow wayfarers, perhaps arranging an ambush along the road.

Cormac the Northman leads a well-organized group of bandits that patrols the Greenway and the Great East Road. They have spies in Bree-land and prefer wealthy targets. Other marauders sometimes make their way into the region and operate less efficiently, but more violently, terrorizing travelers and stealing livestock. Cormac, on the other hand, is dishonest without being either ruthless or cruel. Banditry is his profession, and Cormac has transformed it into a fine art. The Northman organized his band on this precept: murder, senseless violence, and rampant looting are bad for business. After all, if one murders the wealthy merchant one has just robbed, it makes it impossible for the victim to travel that way again. Killing brings Meneldir and Tirrim Brerinor out in force. Besides, Cormac is easygoing and prefers to avoid mayhem.

Cormac stands 6'4" and uses his stature to impress his victims. He prefers the direct approach, greeting wayfarers with the timeworn phrase; "Your money or your life." This rarely fails to bring results, since Cormac positions 10-25 archers nearby as tools of persuasion. Victims are stripped of most of their cash, but not all, and then sent on their way unmolested. Cormac fancies himself a gallant and does not permit his band to search ladies, although he will take their jewel boxes. His bandits never attack a well-armed party or a group of obviously poor travelers.

Cormac has never killed a traveler in all of his unusual career. He deals ruthlessly with other especially violent outlaws who invade his territory. The Northman has no desire for the Tirrim Brerinor or the Feryth Aran to begin combing the region; murders along the road would make this intervention very likely.

Cormac meets Hal Broadleaf several times every week and remains well informed of events in Bree. Following such briefings, he visits Maisy Broadleaf. He occasionally patronises the King's Rest disguised as a peddler.

Éowic, a skilled bowman, is Cormac's second in command-. He is clever, competent, and leads any assaults from which Cormac is absent. He, too, prefers to avoid bloodshed and possesses a persuasive tongue. The archer has an keen eye for valuables as well as for a target—he has won the archery contest at the Bree fair for the last three years running.

Forty rogues comprise the band led by Cormac and Éowic. Generally, they operate as two groups, one raiding the Green way, the other the Great East Road. They are well informed as to the location of the Bree's patrols through their spies, and send scouts of their own to patrol the region.

The bandits make an abandoned manor house their headquarters; it is located ten miles southwest of Bree, The outlaws rebuilt and re-fortified the interior of the ruin, but its ivy-covered outer walls—hidden within a dense stand of tangled forest—look as though untouched by Man for decades. A few bandits keep watch during the day. Twelve women share the quarters with the rogues.

The traffic along the road is heavy enough that Cormac and his companions make a good living. They are flexible in their demands and sometimes stop farmers to confiscate a portion of the edibles going to market. Frequent small sorties into Bree itself supply the band with chickens, potatoes, flour, and other staples. As a last resort, they buy necessities in town.

Helvorn the Ranger is an another infrequent visitor to Bree. Helvorn is brother to the current Lord Eldanar and intends to free the family barrow from its wight On detached duty from the Feryth Aran, the Royal Rangers, Helvorn will only admit to being "of independent means." He spends a great deal of time patrolling south of Bree-land discouraging bandits and other troublemakers. He has become very familiar with the countryside. A reserved fellow, Helvorn listens attentively to gossip and news in the common room of the King's Rest.

Purdin, a merchant, passes most of his days on the road; he travels through Bree-land once a month. Dealing in wool, the merchant and has many customers in Tharbad and northern Gondor. Purdin is cheerful and easy-going, in spite of the fact that Cormac has robbed him twice. The merchant employs four men-at-arms to escort his goods, but hopes to recruit more. A long-time friend of Meneldir, Purdin is well-liked and trusted in Bree,

Rush is one of the few peddlers left in northern Cardolan. He frequents Bree-land where the wives of outlying farmers prefer his wares to those available at the town market. Little happens in the region that he doesn't know about—he occasionally acts as a contact for Cormac. Rush rarely has enough money to pay for his food or lodging, but the innkeepers oblige him and exchange bed and breakfast for an odd job or two.

Braith, a traveling tinker, soldiered among the Angmarim for a decade and drifted into Eriador after his years of service. He is an Easterling, and the Bree-folk mistrust his lack of scruples, saying among themselves: "Bad blood will tell." Not even Cormac associates with the tinker. Braith attends the Bree's autumn fair, since he is a pick-pocket of the first caliber. He rarely comes to town at other times, since he knows Meneldir is suspicious of him. The spy masters of Angmar remember the Easterling and tap him for dirty work when they have a need.

Later History

Bree is razed once again in the Third Northern War that also sees the destruction of almost all of Arthedain. As in T.A. 1409, most of the residents flee to the Shire and then return to rebuild their homes. It is a slower process, since most of Eriador has been depopulated; wargs and other evil creatures roam the desolation. However, a decade of occupation by Gondorian troops gives the Bree-landers time to reorganize for their own defense. During this decade, the Rangers of the North form under Aranarth and clear many brigands and vermin out of the wild country.

For the rest of the Third Age, Bree is an island of pastoral civilization in a sea of empty meadows and forests. Visiting wayfarers are fewer; only a dozen over the course of a year—Dwarves, Men, or Hobbits—bring word of the great world outside. The Bree-folk adapt to this new circumstance as they do to all others, and come to accept it as normal. They eventually even believe that the evil creatures that wander in the Wild avoid Bree "out *of* respect for decent folk," rather than because the Rangers periodically hunt the monsters down and kill them.

The King's Rest changes owners and names over the years. Accident burns it to the ground three times, but it is always rebuilt on the same foundation. In T.A. 3018, the establishment is run by Barliman Butterbur and is called the Prancing Pony. As related in the Red Book of Westmarch, Nob Burhop, Butterbur's chief Hobbit servant, Bob Applethorn, his stablehand, and Harry Greenwort, the Gatekeeper, became footnotes to history. Bill Ferny, a handyman who lives in a house along the East Road, becomes an unintentional heir to the traditions of the troublemaking Broadleaf clan. He finally gets mixed up in events quite beyond his imagination or skill and is exiled to Cardolan.

Throughout the centuries, the Bree-landers talk about the days of the Kings—when Aragorn II finally appears after the War of the Rings and the fall of Sauron, they readily agree to become his subjects. Bree boards a small detachment of Gondorian soldiers in F.A. I, and the Rangers construct a permanent tower on Weathertop, much to the wonder of the locals. Beretar, the King's Prince Regent in Tharbad, visits Bree regularly, and the villagers usually manage to avoid calling him by his old nickname: Goodthought. As always, the Bree-folk learn to get by.

CAMETH BRIN

GM Note: *This section provides a general overview of the area around the Rhudauran capital. The story of Cameth Brin before T.A. 1613 is detailed in the general history of Rhudaur in Section 2.2. Description of Tanoth Brin is in Section 12.2. Note*
that Cameth Brin changes overlords quite often during the 17th century of the Third Age: Ermegil is King in the 1630's and early 1640's; Broggha replaces him in the late 1640's; Maschbram forces Broggha out around 1650; Bruggha Ap-Broggha overthrows Maschbram ten years after that; Rogrog the Troll takes Cameth Brin away from the Rhudaurim permanently in the 1690's. The Gamemaster may run scenarios anywhere among this collection of petty tyrants.

The ominous shadow of Cameth Brin (Hi. "Twisted Hill") looms above the oaks and elms of the Trollshaws in central Rhudaur. Until the Third Age, few men dared to come near this dreadful place; many would-be explorers feared the presence of evil spirits, while others were scared off by the unnatural appearance of the hill itself, Cameth Brin rises 830 feet above the only vale in the Trollshaws that might otherwise be called fair. Its base is a steep yet natural hill, but from this foundation erupts a tortured outcropping of naked black granite that leans impossibly far over the southern face. It looks as if a errant breeze would send the craggy top tumbling down upon the town and the valley below. However, the great overhang of rock has endured earthquake and glacier and many changes in the world.

Early in the Third Age, the Dúnedain gained mastery over Cameth Brin after a short but fierce struggle with the Hillmen who controlled the vale around it and the spirits who dwelt inside it. They built upon and within the rock a mighty fortress dominating all the Trollshaws, the heart of the land that later became the kingdom of Rhudaur.

Cameth Brin lies about eight miles east and south of a great bend in the River Mitheithel, within sight of the western border of the Trollshaws. Here, there are two parallel chains of small hills running east and west, and between them a pretty valley about a mile and a half across, the Glin a-Creag. A little ravine runs down the middle of the vale; the stream at the bottom of it, the Sruth Boghain, carries but a trickle of water except in the spring and after heavy rains. A large but gloomy village, Talugdaeri, lies south of the stream towards the middle of the valley. Talugdaeri, born after Cameth Brin became a fortress, is the region's sole civilian community. Directly beneath the Twisted Hill lies the barracks-community of Tanoth Brin, constructed by Eldacar in T.A. 339 and perpetually the intrigue-ridden home of corrupted Dúnadan and Hillman soldiers, merchants, and camp-followers. To the north of the fortress lies the Glin a-Rhua, where the Mitheithel has cut a small valley with a few strips of good ground and some readily available copper deposits. These veins of metal attracted Eriadoran miners and Númenórean explorers in the Second Age, enough of them so the Glin a-Rhua gave the whole region of Rhudaur its name (literally "Place of Copper"); but the settlements there were under constant threat from the Trolls and Hillmen who liked to hunt in these valleys. They never flourished, and most of the copper nodes ran out. Today, the Glin a-Rhua is simply a settled place around the river ferry and one of the roads leading into northern Rhudaur and Angmar,

Although very pleasant country by the standards of Rhudaur, the lands around Cameth Brin were long shunned by the Hillmen, who feared the awesome shadow of the bent outcropping. Even after the Dúnedain cleansed it of its ancient evil, few Hillmen would visit the area unless they had pressing need. At its height, the population was composed of Dúnadan lords, their servants of Eriadoran blood, and unfortunate Dunnish serfs who were little more than slaves. The relatively large proportion of High Men was the result of Cameth Brin's status as the political center of Rhudaur. Even after the power of the Dúnedain waned, and corrupt Hillmen became the masters, the government and garrison at the Twisted Hill retained some standards of Dúnadan culture, Elsewhere in central Rhudaur, the heritage of the High men was forgotten or discredited.

Cameth Brin



The Land around Cameth Brin

GM Note: *This text describes the map on the color inset*

1. The Twisted Hill Visitors new to Rhudaur may not immediately realize that most of the fortress lies inside the outcropping. Anyone climbing the back side of the hill without the King's permission is subject to immediate execution. The Tir-barad Tereg, at the top of the hill, has a clear view over both the Glin a-Creag and the Glin a-Rhua. Anyone approaching from the north or south must make an Absurd (-70) perception roll to spot the sally port on the southwestern wall of the tower; it is not possible to see it from directly below. Tanoth Brin lies partially beneath the overhang and is subject to rather erratic wind and weather patterns.

2. Old Copper Mine. Partially collapsed by the locals, as Trolls tend to lair in such places. A secret passage from the mine leads to the Ureithel, the cavern at the base of the rock. Note that this is only one of several holes in the ground in this area.

3. Secret Mine Entrance. The "official" secret entrance, the one used by Eldacar in T.A. 164. While it is only one of many mine openings in this area, it can be located by a persistant searcher who knows the rale of Mong-Finn and Miffli—and the defences at the Ureithel have been set up with this in mind.

4. Skull Wood. Orcs do not come here. The plastered skull of a stone giant is set up on a ledge in this woods. Orcs slew the giant and built the shrine, but the giant's spirit, in the form of a whirlwind, occasionally returns to take revenge. 10% chance every time Orcs cross the bounds of the wood.

5. The Hoarwell Ferry. It connects the village of Maccs-Rhua to the Men Sirmorva, which leads to Iach-Bann and then either Morva Tarth or Nothva Rhaglaw. The ferry is in the hands of two ugly-looking Dunnish brothers, Keleag and Tumach, both of them were-wolves. The wolf skull that originally cursed them is at the bottom of the Hoarwell directly under the ferry route. They will cheerfully run their boat back and forth here till the end of the world, if the skull is not destroyed. Keleag and Tumach are merely fiercely bad-tempered and peculiar during daylight hours; if anyone is foolish enough to be on the ferry, deliberately or by accident, at night, they start to show signs of their affliction and consider slaying their passengers. If they wind up the river during an insuing fight, they will appear downstream the next morning, bedraggled but completely cured, and will not hold a grudge.

6. Blind Ox Hold. This half-ruined old keep was that of a knight devoutly loyal to the Dúnadan Kings. Rhugga, the first Hillman King, turned his rugged lands into a game preserve (see #7, below). The keep is now the headquarters of Oomaug and his company of wolf-riders, the Breakbacks (see Section 7.5). Only the officers of the Breakbacks have quarters within the tower and in its underground chambers. Oomaug is nominally in charge of protecting the west bank of the River Hoarwell for King Ermegil—his true duty involves escorting and supplying all of the Angmarean traffic on the Oiolad and the South Downs. Three-fourths of his hundred or so riders are our on that duty at any time. Slaves are kept in a camp outside the ruin, so they cannot be a threat to those inside.

7. The Wolf Wood. Lairs for the Breakbacks are scattered through these woods. The upper branches of the trees have been woven together to make the place darker and more comfortable. A dozen Forest Trolls act as "Keepers" of the old Dúnadan preserve, including the stone markers with the royal seal of Rhudaur on them. Four Stone Trolls and two Huorns also help with maintenance. No humans, slave or otherwise, are allowed to enter the wood, except for those turned loose to be hunted for the sport of the wolves.

8. Blind-Ox Vale. There are literally hundreds of blind cattle here; their ears have also been damaged, so they ware less likely to panic at the constant wolf noise in the area. The slaves who herd them do not try to escape; they have been hamstrung so they cannnot run or swim with any speed, and the wolves have never failed to track an escapee down. It could be worse; Oomaug thinks himself a good captain, and guarantees the slaves good beef to eat and plenty to drink if they do their jobs. However, should an ox stray or die due to their carelessness, the offender takes the beast's place over the dinner fire.

In Later Years

After the 18th century of the Third Age, the fortress of Cameth Brin is abandoned, and the villages fall into ruin. The only fortification in the area is an Orcish stockade at Maccs-Rhua, and the few Men working the fields are slaves. The remaining Trolls go on a killing rampage after the fall of Angmar; the Trollshaws remain their domain for the rest of the Age, and even the Rangers of the North find little reason to travel here. In the Fourth Age, a systematic campaign to purge the Trollshaws leads to adventurers being commissioned to penetrate northern Rhudaur and clean out the surviving Orcs and Trolls.

CARAS CELAIRNEN

(S. "Lampwater Town")

Situated on a rocky spit of dry land at the otherwise swampy junction of the the River Uialduin with the River Lhûn, this ancient town has been continuously inhabited since the opening years of the Second Age. Its lord, the Aroquen Celairnen, is chosen by the Elders of the community from the Line of Silanir, a family that claims descent from both Cirdan of Lindon and the Line of Isildur. Caras Celairnen was never more than a small village in the Second Age, but it has had a steady population of about 1,500 throughout most of the Third Age, It is a cosmopolitan place, with a substantial Dwarven minority and a

steady flow of Silvan and Sinda visitors. A bridge over the Uialduin connects it to the Arnorian royal roads, while trails, ferries, and boats connect it to Lindon and the rest of Numeriador, and from there to the Dwarvish holds of the Ered Luin.

History

The Dwarves of Nogrod had a river crossing and trading post in this area early in the First Age, when the Lhûn flowed eastward instead of south westward, and Elves walked down into Eriador over a mountain pass that is now the floor of the Gulf of Lhûn. At the time of the War of Wrath, flooding and earthquakes destroyed the Nogrodic fort and dropped the hill it was built on almost a thousand feet. In the early Second Age, a river port was needed by both Elves and Dwarves somewhere on the middle Lhûn, and Gil-galad, King of Lindon, commissioned Durin's Folk to build a village and docks on the rubble of the old post. The rebuilt town prospered, in a sleepy way, for long centuries.

The Noldo rule over Lindon collapsed after the War of the Last Alliance. Cirdan, the new Lord of the western Elves, had no desire to be liege to a mixed population of Dwarves and Men; he granted Caras Celairnen to the young King Valandil of Arnor as a gift. Valandil, in time, made the vale around the river junction an appendage to the crown and enfeifed it to his youngest son Silanir, who had married a Silvan Elf. At the same time, he gave Caras Celairnen a charter which made the town less subject to the Arnorian, and later Arthadan, government. The charter was renewed in T.A. 740, and the town laws brought into alignment with Arnorian custom. In exchange, Caras Celairnen received royal aid for expanding its dike and causeway system; many Dúnedain settled in Caras Celairnen after the rechartering, and they have formed the bulk of the town's population ever since. Its autonomy was and still is respected, however—the community remains an attractive place for political misfits, runaways, and odd characters who don't fit into the mainstream of Arthadan life.

T.A. 1643

The Line of Silanir has ruled Caras Celairnen and the surrounding vale as lord ever since Valandil's grant. The Aroquen's authority has not been without interruption. Through complex political intrigues, much power devolved into the town council, which approves the descendant of the Line of Silanir to hold the lord's sceptre. It has not feared to depose an Aroquen who was incompetent or untrustworty. The great-great grandson of Silanir, Malestir the Quiet, has been living with the Elves in Lindon for almost a thousand years; whenever the council likes none of its choices for lord, the Half-elf comes forth *to* serve Caras Celairnen for a time.

The current lord, Bregol, was barely able to cover up his illegal doings in the past year, and his daughter Lindal is curious about the source of her father's wealth and his continuing string of exotic Haradaic mistresses. Bregol believes that the lack of an heir would make the council hesitate before pressing any scandalous investigation. He is planning the "unfortunate" deaths of both Lindal and his "cousin" Malestir, to whom he refers as "the Boring." Since the Half-elf cannot be reached in Lindon and is already worried about Lindal, it will take a complicated plan to kill them both.

The Quiet Gentleman

The Wttch-king often sends his minions to Caras Celairnen, taking the chance to keep watch on the Elves and Dwarves from this safe vantage point. Methnir na Alphlind, a resident spy for the past ten years, is a quiet, well-educated guard officer who also happens to be Half-greylin. His mother, a high-born Dúnadan mystic from Fornost, made a terrible mistake while striving for religious ecstasy—she summoned from beyond the Pale a Mailedagnir (S. "Incubus," or literally "Lust-bane"), an entity capable of mating with mortal women. Methnir was the result; his mother's memories of the horrible event, mostly erased by the shock, were then completely lost in her need to rationalize her love for her only child. She raised him in a respectable Dúnadan manner, hoping to keep his origin a secret. He served a few years in the Dagarim Aran. Contact with the Greylin who fathered him, achieved through mysterious occultists met in Tharbad, sent Methnir on a quiet pilgrimage to Carn Dûm to offer his services to one who would appreciate his unique talents. Eventually, he returned to Arthedain and entered the Aroquen service as a lieutenant of the Celairnen Guard.

Methnir lacks some basic mannish capabilities: he experiences no sensations of affection or friendship and is incapable of empathizing with mortal pain or grief. He does not feel pain himself, either physical or emotional, although he is capable of frustration and anger. He does feel pleasure; his nature gives him certain appetites, most involving the dominating and tormenting of mortals—usurpers of Eä, creation of the Maiar who deserve to rule lands untainted by Men. Methnir has learned to mask both his lack of emotion and his grievances against humankind.

The spy regularly receives letters from his mother, written in a nervous, tormented hand, pleading with him to return to Fornost so that she can help him. Menthnir saves the letters, though he is not sure why. He is regarded in Caras Celairnen as an efficient, clear-headed, and tough constable with a quiet, strangely distant demeanor. He passes information to Angmarean couriers who pass through town and toys with the thought of burning Caras Celairnen to the ground while its people sleep in their beds. Until that day arrives, he maintains his false front, releasing his frustrations from time to time by torturing, slaying, and devouring lone travelers along roads outside of town.

GM Note: *Menthir takes Large Creature criticals and regenerates all damage at the rate of 5 hits per round. He is perfectly capable of wounding himself slightly with a fingernail to disguise his unusual toughness of flesh. He can Levitate himself and Telekinese two hundred pounds at any time. At will, he can project any Fire Law* or *Cold Law spell directly from his hands, though the area of effect is limited to a distance of a 1 foot beyond his fingertips. He can see in the dark as a Dwarf or simply sense body heat up to 10' away with a +50 Perception. He has immense strength that is even greater when he is angered; if he is angered enough to lose concentration, his eyes glow a hellish yellow.*

The Refuge

The Men Lhûn, a well-worn, Dwarven road, runs along the east bank of the River Lhûn and acts as the primary land route to the Nan-i-Naugrim and the northern Emyn Uial. About ten miles north of Caras Celairnen, still within the bounds of the swamps between the lower Uialduin and the Lhûn, stands the monastery of Tol Lammenfirith (S. "Muted-voice Isle"). The monastery is located on a tree-covered island boasting a watch-tower built sufficiently high on a pile of ancient rubble to be visible from the town. The isolated houseshelters an order of monkish scholars dedicated to collecting Arthadan books and documents. Their purpose is to gather as much material as possible before the fall of the realm, which they feel will come in the next century.

Eregdur, the Master of the Order, is one of the few in Arthedain to posess his own pair of spectacles; he is reputed to know a name and location for every book published in the country in the last four centuries. Most of the documents gathered and copied by the monks are stored in sealed underground vaults, but some are available to scholars with a proper letter of introduction. Those working in the libraries at night sometimes report a ghost among the shelves. The ethereal presence is Methnir the Greylin (see above), who likes to read here and has no trouble using his magical powers to sneak in. He has not told any of his Angmarean contacts about the stored books, and intends to present the library to the Witch-king as a gift when the fall of Arthedain finally arrives.

In Later Times

Caras Celairnen gains the peculiar distinction of being the northernmost Gondorian provincial capital for a few short, sad years. After the formation of a formal alliance between Arthedain and Gondor, there is a *need* to carry Men and supplies up from Pelargir by sea. Mithlond is the only port north of Tharbad large enough to handle the greatest of the Gondorian ships, and it has few facilities and poor land connections with Arthedain. So, Gondorian engineers and administrators arrive in both Mithlond and Caras Celairnen to collect boats, and set up staging areas, warehouses, and camps—enough to move both the Gondorian and Elvish expeditionary forces from the Mithlond on smaller vessels in preparation for a later move inland. The over-awed locals see constructions on a vast scale: "munitions and provision for a war of great kings," as the local tale has it for all the centuries after. But the main Gondorian soldiery comes late, delayed by storms and bad judgement, and finds their advance guard using the stored provisions to feed refugees fleeing the scouts of the Witch-king's advancing armies.

So it happens that from Caras Celairnen, Eärnur goes forth—and, together with Cirdan of Lindon, Prince Aranarth of Arthedain, and Glorfindel of Rivendell, he meets the Witch-king at the battle above Lake Evendim and destroys the Angmarean host. The rulers of Arthedain are dead or scattered, and a Gondorian knight holds the rule of Caras Celairnen for twenty years; Prince Eärnur, disgraced by his horse's fear of the Witch-king, and having little use for Elves or northerners, leaves for the southlands early. And, once an heir of the house of Silanir is brought forth, the Gondorian garrisons of Caras Celairnen follow Eärnur, leaving the ghosts of their camps and fortifications on the hills south of the Uialduin and legends of their strength and arrogance that pass from generation to generation.

Caras Celairnen becomes, once again, a sleepy provincial town. It stays that way through the rest of the Third Age, acting as a market for the Rivermen of the Lhûn, the Dwarves of the Ered Luin (many more of them after the fall of Khazad-dum in T.A. 1980), and eventually the Hobbits of the flourishing Westfarthing of the Shire. Ships from the south are few and far between; the Elves grow more and more reclusive through the years and withdraw from Caras Celairnen. Yet, if there can be said to be a town both exotic and peaceful in Eriador, this is it. Little changes until the first years of the Fourth Age when King Elessar, who once visited the town as a wandering Ranger, returns. He makes Curudur na Silanir a Lord of the Reunited Kingdoms. Men and goods begin to pass through Caras Celairnen from Gondor to the new capital being rebuilt at Annúminas, and, with a promise long-delayed, the town begins to flourish.

Tol Lammenfirith is not disturbed by the Angmarim who raid this area in the Third Northern War, and thus the monastery fulfills its aim of preserving Arthadan culture in writing. Throughout the later Third Age, it executes a higher purpose: the extensive grounds and isolated location of the isle make it a perfect training ground and magazine for the Rangers of the North. The only Ranger outpost to remain in continuous use through the entire Age of Abandonment, the encampment retains its old reputation as a monastery. Few even in Caras Celairnen ever understand its true purpose. Rangers discussing Tol Lammenfirith in the field always call it by the official code-name "Book-sword" or its unofficial one, "Bloodletter," the latter a reference to the hoards of mosquitoes that rise from the Uialduin every summer to torment the monastery and its guests.

In a little-disturbed graveyard lost among the ruins of the old Gondorian camps, the dessicated remains of Methnir lie forgotten. Pierced by the sword of a Ranger who had only a vague understanding of the creature he fought, the Greylin seems dead. The silver spike driven through his forehead was supposed to ensure this, but it served only to render him helpless. If the spike is drawn out, by accident or theft, before the monster's heart is removed and burned, this organ will beat again.

Imagine the sight the skeleton clothed in the tatters of leathery flesh arises from its crypt to seize a great-sword from the weapons gathered at its feet. Febrile light awakes in the creature's eyes, while its heart, half visible through bare ribs, convulses once, then twice. Maddened by centuries of thirst and hunger, Methnir lusts for vengeance, death. He lurches from the tombs in search of prey.



Methnir

CARENOR

See PINNATH CEREN.

DOL CALANTIR

The wealthiest of the Cardolani principalities, Dol Calantir was founded in the 27th century of the Second Age—in the aftermath of the second round of Eriadoran Wars. It comprises much of the best land of the Gwathló basin downstream from Tharbad. The Dúnadan family that founded the principality originally dwelt in an old hilltop fortress near Balost, over a hundred miles from Tharbad. In the early days of the kingdom of Arnor, they moved closer to the city to be near their business interests—their absence giving the peasants yet another greivance. Peasant resentment of their lord'd distance becomes a rallying cry when Calantiri mismanagement leads the oppressed to wards yet another riot or revolt. The current family keep, the Argond, is a half-day's ride from Tharbad. It is home to the only surviving member of the family, Finduilas III. She is talented and strong-willed, and only incidentally controls the most significant dowry in Eriador; she will marry when she sees fit.

Points of Interest

The Argond. A fine castle of late-Arnorian design, finished in T.A. 887. See Section 13.1.

Balost. This keep, considered by many to be the prettiest in all Cardolan, was completed by Hir Girithlin in T.A. 923 to be his eastern home, only two days' hard ride from Tharbad. The scene of many a colorful intrigue in the glory days of the kingdom, it was too deep in the territory of Dol Calantir to be held after the principalities began warring among themselves; the fortress has spent most of the last four hundred years in Calantiri hands. Its exquisite collection of erotic paintings and sculpture once drew guests from as far away as Minas Ithil in Gondor, and the notorious reputation associated with that collection has kept several peculiar haunts and spirits flitting about the place for years. The Barons of Girirhlin still know more about Balost's secret passages and trysting chambers than do the current residents.

In Later Years

None of the Dúnadan families of Cardolan survive the 17th century. The core of the lands of Dol Calantir, after repeated invasions by the clansmen of Saralainn and the Orcs of Creb Durga, fall to a series of petty rulers and long suffer oppression and misery. Some of the villages join the Cantons of Fëotar in the 23rd century and retain a few square miles of the north and south banks of the Gwathló through the Orc invasions of the 27th century. When the King returns in the early Fourth Age, these "Greenbanks Steadings" comprise the largest single population of Eriadorans in the Northland; they provide the labor for the rebuilding of Tharbad and the settlers for several new Telcontar colonies.

DOL TINARË

Dol Tinarë comprises, at its smallest extent, the highlands of Cardolan east of the Iaur Men Formen. Tolls levied on travellers of the road provide the majority of the revenues for the lord of the region.

History

This ancient principality was founded by Eruthimar, Governer of the Númenórean colony of Tharbad in the late 26th century of the Second Age. The Eriadorian wars were winding down in his time; he made peace among the survivors of the conflict and took a local title that allowed his heirs to directly rule the most important part of the lands conquered by the Númenórean colonists. By marrying an Eriadorian princess, he diluted his bloodline and thus angered his King, Tar-Telemmaitë of Númenor. Eruthimar's descendents, though they consistently chose Dúnadan brides in the following centuries, were nonetheless banned from the Númenórean court, thus establishing the Cardolani's tradition of bad relations with their overlords.

The original lands of Dol Tinarë by along the Menatar Romen and the Dwarf-road connecting Tharbad and Khazad-dum with Sarn Ford and the Blue Mountains. Mindo Tinareë, the keep of the Prince, sat on the crest of the Pinnath Nimren (S. "White Ridge"), the divide between the Baranduin and the Gwathló, overlooking the Len Naugrim.

When Arnor was founded, the Ernil Camrinir of Dol Tinarë took the lesser title of "Lord of Dol Tinarë." His daughter, Nienna Istariel, was the ranking female Captain of Elendil's Arnorian army in the War of the Last Alliance. Tragically, her son, known as Camrinir the Cursed, was a traitorous and evil sorcerer. On the day the armies of the Alliance began their passage over the Misty Mountains, he called into his mother's keep a terrible power from the Darkness beyond the Pale. Only a valiant resistance by servants of the household allowed Gaerdaë, a Noldo warrior, to intervene and confound the spell. Nonetheless, the tower was shattered, and the keep sank into the earth. Nienna was left to sponsor a shrine to mannish folly at the site and build a new keep just out of sight of the old.

The Arnorian fief of Dol Tinarë flourished in a modest way, as Elendil's improvement and paving of the Iaur Men Formen and the Men Caran put the province astride the main arteries of Eriadorian trade. Tolls charged to traffic on the roads helped to compensate for the generally poor quality of agricultural land in Mintyrnath. Dol Tinarë's principal towns were: Andrath, Arnach, Metraith, and Dinach on the Men Formen; Mindo Tinarë itself, rebuilt along the Men Caran, and Harbarist, on the edge of the mining district of the Pinnath Ceren. After the division of the North Kingdom in T.A. 861, the first Kings of Cardolan built a new palace, called Thalion, near Metraith. The wild swings of political fortune saw the Tinarë seat moved from Mindo Tinarë to Andrath to Metraith and back again to Andrath. The general decay of Cardolan's economy in the ensuing centuries of the Third Age made it more and more difficult to rebuild towns damaged in the baronial wars. Mindo Tinarë was abandoned after the Northern War of 1409. Andrath was also destroyed in 1409, and again and finally in 1639. Harbarist and Arnach dwindled away and disappeared during the Great Plague.

T.A. 1643

In this year, Dol Tinarë is fast disintegrating under the pressure of Orc raids and the chaos caused by the plague. The Ernil Hallas, ancient and physically decrepit, but still sharp of wit, rules from Thalion, which has been in Tinarë hands for most of the last century. The Pinnath Ceren is independent, and most of the northern half of the principality has been abandoned. A conquered piece of the Gwathló vale north of Tharbad provides some income for the Ernil Tinarë, but it is obvious to all but the most optimistic observer that Dol Tinarë is a dying realm. Hallas' heirs may even now be considering the option of taking their titles and gold and fleeing to distant, peaceful, safe Gondor.

Andrath

One broad valley cuts all the way through the South Downs and allows the free passage of the Old North Road. This is the gap of Andrath; while subterranean drainage keeps it from being a major river concourse, it is nonetheless a pretty, fertile, little vale; the town that once bore its name was among the fairest in Cardolan. Andrath was a major religious center in Eriador in the first millenium of the Third Age.

Two small villages and several monasteries were enclosed within a single wall and formally chartered as a town by Prince Thorondur of Arnor, soon to be the first king of Cardolan, in T.A. 860. He had some notion of making Andrath his royal seat, but soon decided in favor of Metraith, which was closer to Tharbad and boasted a more central location. The Hir Dol Tinarë did make it his capital in 1410; however, northern Cardolan never recovered from the devastation of the Second Northern War, and the town failed to prosper. Its population dwindled in the fourteenth and fifteenth centuries as the Princes of Dol Tinarë became estranged from their erstwhile vassals in the Pinnath Ceren; the Irnil began to spend more and more time at southerly keeps. The Great Plague, the Barrow-wight invasion, and the raid on Andrath by Broggha, the Hillman Targ-Arm, in T.A. 1639 finished the town off. Now the ruins hide renegade Orcs waiting for a clean chance to cross the North Road; occasionally worse things emerge from the Barrow-downs.

Arnach

The Iaur Men Formen sweeps out of the Tyrn Gorthad by way of the gap of Andrath, then runs southward over the rolling chalk-prairie that marks the divide between the drainages of the Baranduin and the Gwathló in Mintyrnath. It skirts the heights of Arnach on the east by dropping into the valley of the Sirihini (S. "Children's Stream"; D. "Cheilwistrem"). In the shadow of the heights, the brook runs through a bowl-shaped vale, some two leagues north to south, that retains its forest all through the Eras of Burning and Abandonment. The North Road follows eastern edge of the bowl. Between the road and the stream long stood the old village of Arnach.

In the Second Age, Arnach was an Eriadorian farming village and for a while the seat of a petty kingdom. This, together with its central and fertile location in the northern highlands of Mintyrnath, may account for it being the site of several traditional fairs, festivals, and religious ceremonies throughout the years of Arnorian and Cardolani prosperity. However, it faded with the rest of northern Cardolan after the Witch-king's armies passed through in 1409. Only subsidies from the Ernil Hallas of Dol Tinarë kept Arnach's inns open in the years before the Great Plague. When Andrath, its neighbor to the north, was destroyed by Broggha the Hillman in 1639, most of the inhabitants of Arnach fled.

The abandonment of the two towns left all of Mintyrnath open to infiltration by the Orcs of Angmar, but the ruins of Arnach remain relatively safe, and its streamside campsites are rarely troubled by the horrors afflicting the rest of the region. Unknown to most, the Vale of Arnach is an Elf-haunt; it is a key stopover for Noldo "Wandering Companies" that secretly pass across Mintyrnath from Lindon to Lórien and Rivendell. Andovan Pasdal, a trusted Elf under Gaerdaë of Harlindon, pauses here several times a year. He and his people patrol the vale, maintain the "Faerië dances" (the clearings west of the Chielwis where the Elvish travellers camp), and inspect the magical plants that serve the Companies as alarms and tripwires.

The Menmeth

Assisting Andovan's efforts, another force protects the Forest of Arnach: the Menmeth, a feline spirit called by Noldo sorcery in the mid-Second Age. Many generations of goodwives of Arnach used the legend of the Menmeth's vengence to frighten unruly children, most not realizing that the creature truely exists. Appearing as a feral cat, ranging from kitten-small to the size of the great chatmoig of the Misty Mountains, the Menmeth is sentient and sensitive to selfish and evil impulses; it prefers to use stealth and magic to frighten bullies and bandits, and saves its terrifying claws for only the most incorrigible evils.

GM Note: *There is a 10% chance per night spent in the Vale of Arnach that a traveller will share the wood and risk an encounter with Andovan, other Elves, or the Menmeth. Anyone with evil intentions will double this chance to 20%, and anyone deliberately prowling about the Faerie Dances will triple it to 30%. None of these beings—Andovan, Elf, or Menmeth—have any great interest in creatures not a direct threat to them, and will avoid contact in such cases. The Menmeth knows and will freely use Ranger magiks and other woodland spell lists to remain a mystery to humans; those beings it meets who act with bad intent* or *without humility will find it makes harsh judgements and possesses an altogether nasty sense of humor.*

Dinach

This village, the first town in Mintyrnath to be ruled by the Dúnedain, is noted by travellers merely as measuring two days' walk or one day's ride northwest of Tharbad. In the mid-Second Age, it was a small Eriadorian fort on a strategic hilltop overlooking the junction of the River Sendiel with the River Anthiel. A Dwarven bridge (on the Len Caraug) over the Sendiel was the site of the first full-scale battle of the Eriadorian Wars, but the fort soon fell to the Númenóreans to become a peaceful Dúnadan outpost.

When the principality of Dol Tinarë was founded in the 27th century of the Second Age, Eruthimar, the first Ernil, made sure he gained the rule of Dinach, and Dol Tinarë held on to the strategic hamlet for better then two millenia. After the Cardolani civil wars began in 1412, Dinach changed hands frequently, dwindling to an impoverished and dangerous community.

In the 17th century of the Third Age, Dinach is a popular way station for all the parties despoiling Cardolan. Just out of reach of the sword of Tharbad's Canotar, it is a jumping-off point for spies, smugglers, and bandits. A small Tinarë garrison holds the modest tower on Dol Dinach, guarding the Iant Dinach, the Arnorian bridge over the Anthiel. The Men Formen parallels the River Sindiel, running southeast, after it leaves the highlands at Metraith, but never approaches the water nearer than a few miles, thus avoiding the spring floods. The approaches to the lant Dinach were built up by Arnorian engineers to avoid having the same problem with the Anthiel; the fifty or so stone buildings and hovels that make up the village of Dinach line the Men Formen to take advantage of the elevation, leaving the lowlying fields and willow groves along the river to be washed out every spring.

The Water Serpent Inn is the only substantial business left in town; its middle-aged owner, Curmegil Roundpate, sells information freely to anyone with gold. Curmegil's wife, Marelen, is cheery enough to make up for his shifty manners. Unknown even to her husband, she was taught to read and write by the wandering herbalist, Gandalf the Grey. Marelen is naturally gifted and uses her skill to augment the family income; she keeps secret dairy (a meticulous daily record of anyone and anything of interest passing through Dinach). Every few months a kindly

stranger picks it up and pays her with either Arthadan gold or one Gondorian book; she does not suspect the well-spoken fellow to be an Angmarean spy, but her precisely dated, vividly descriptive diary is of immense aid to certain servants of the Witch-king.

Metraith

Also known as Thalion, this important road-junction town is described in Section 12.4. Eriadoran villages have stood on the site along the old Len Caraug since the early Second Age. It fell to a Dúnadan Baronet in the 26th century, but never became a center of Dúnadan settlement. King Tarcil of Arnor built a summer residence here in T.A. 514, after the baronial family died out, and gave Metraith a royal charter. Thorondur of Cardolan took the old summer palace, named Thalion, for his royal seat in T.A. 861. Metraith has weathered the storms of civil war fairly well. The Princes of Dol Tinarë, always the feudal lords for Metraith, have dwelt in the palace since the destruction of their other keep at Andrath in T.A. 1639.

In Later Years

The departure of the last of its Dúnadan nobility in the late 17th century marked the end of Dol Tinarë as a political entity, A few settlements persisted along the roads through the centuries after the fall of Angmar, but by this time the Tinarë estates and steadings were merging with the hills of Mintyrnath, and the name itself was fading from mannish memory.



The Water Serpent Inn

DUNLAND AND ENEDHWAITH

In the early years of the Second Age, the eastern and southern fringes of Eriador became a refuge for Elves who did not wish to live under the rule of any Elvish King or mannish lord. The Elves named the region—lying between the Noldo/Sinda realm of Lindon in the west and the Silvan realms of the Anduin vales on the east—Enedhwaith (S. "Middle-folk"). Its lands originally extended through the fell country of the Trollshaws and the western foothills of the Misty Mountains down to the Calenhyarden (S. "Green Southern Passage," later the Gap of Calenardhon, S. "Green Province")—including all the lands south of the Gwathló and north of the White Mountains. They were the home of all matter of creatures: Trolls, Orcs, Faerie, and such Men as were willing to exchange the safety of settled life for the dangerous freedom of the wild.

The forests of Enedwaith had been receding ever since the fall of Beleriand, because of climatic changes and catastrophic erosion. The Númenóreans, who had little understanding of these processes and a great need for ship-building timber, began massive clear-cutting of the woodland of the Gwathló basin soon after founding their first outposts in Eriador. The practice led to the Eriadoran wars, in which the Eriedain natives were subdued or driven out of their lands northward or eastward.

As the centuries passed, the northern portion of Enedwaith was claimed and pacified first by the Dwarves of Khazad-dum and then by the Noldo Elves who founded the kingdom of Eregion. The southern reaches of old Enedhwaith fell under the rule of a being named Grishmoigh the Uhr-giant, who styled himself Lord of Trees. He commanded, originally, the loyalty of evil Huorns and Forest Trolls. Treebeard (S. "Fangorn,") the leader of the Ents, opposed the Uhr-giant.

Grishmoigh—by blood a bizarre mix of Ent, Troll, and Giant—cobbled together a coalition of Trolls, Elves, and Eriadoran Men to lead them against the Númenóreans. Treebeard, peaceful by nature, sensed that no power in Enedhwaith could beat the Lords of Men; he withdrew east of the Misty Mountains with most of his folk, while the Númenóreans razed the region in a series of wars, forcing Grishmoigh to agree to a truce. Sauron made a secret alliance with Grishmoigh that allowed him to use Enedhwaith as a staging area for his attack on Eregion in S.A. 1697. The passage of the fallen Maia's armies and the subsequent War of the Elves and Sauron caused even more ruin, and, while Grishmoigh survived the conflict, he was not an important factor in Eriadoran politics again in the Second Age.

By the time of the fall of Númenor, much of Enedhwaith was semi-grassland, subject to flooding and decorated with strange, eroded terrain—like that normally found in desert badlands. The Forest Trolls were still a nuisance, but the new kingdoms of Arnor and Gondor were nonetheless able to build a real highway, the Tiar Hariar, or Old South Road, from Tharbad through the Calenhyarden and into the Gondorian province of Calenardhon, The domain of the Uhr-giant arose one last time in S.A. 3429 when Sauron made his great assault on the Realms in Exile, Save for mercenaries and bitter renagades, few Men or Elves served Grishmoigh in this war; his army consisted mainly of Huorns, Trolls, and Orcs. Isildur, given the task of opening a path into Eriador while his brother Anarion held the line of the Anduin against Sauron, made alliance with Treebeard and the Ents. He slew Grishmoigh while forcing a crossing of the Fords of Isen in T.A. 3430.

Elendil's strategic decision to move his main army against Mordor by the northern passes of the Misty Mountains was motivated by Grishmoigh's resistance and by the refusal of the Daen Coentis of the White Mountains, who controlled the southern side of the Calenhyarden, to join in the war. Isildur cursed the Daen for this; their kingdom failed under the power of the malediction, and many of its warriors become the ghosts who haunted the Paths of the Dead ever after. Others fled northward to settle in Enedhwaith, which had been violently cleared of its evil by Arnorian and Elvish Rangers. The eastern half, mainly the fells and foothills of the Misty Mountains, was settled by the strongest and best organized Daen clans. By T.A. 250, it had acquired the Dunael name of Dunfearan, (W. "Dunland"). While Gondor treated the territory as a protectorate, primarily to keep the Tiar Hariar open, Dunland was thereafter, for all practical purposes, a collection of independent Daen clan-holds.

The western half of the region—the name Enedhwaith now applied only to the lands bounded by the Gwathló and the River Isen between Dunland, and the sea—became inhabited by a mix of races. Minor Dunnish clans moved in along the southern banks of the Gwathl6, evolving into the ancestors of most of the Dunnish folk of Cardolan. Along the coast there were and still are "fisher-folk," Eriadoran for the most part. Inland Beffraen tribesmen, sundered from their kin in the Eryn Vorn, dwelt in the forests, alongside Orcs and Trolls. Enedhwaith was, as it had been for most of its history, a wild land where both freedom and danger could be found.

T.A. 1643

The Cardolani, concentrated along the north bank of the Gwathló, are periodically drawn into conflict on the river's south bank. Enedhwaith has become a grassy, eroded, poorly-watered plain and is home to impoverished lowland Dunlendings who raid their neighbors to make ends meet. Were the Gwathló narrower or shallower, or the Dunmen more adept with boats or swimming, the Cardolani would not sleep soundly in their beds at night. As it is, they risk feeling the Dunnish weeb or throwing club only when they cross the river. On its south bank grow two extensive forests that provide much of the timber used for shipbuilding in Cardolan, The nearest wood, Mhaighwyd, lies eighty miles south of Tharbad; the farther one, Choil Bhainnan, is located a full 8 days travel from the city at the mouth of the Gwathló where it joins the sea. The timber collecters go to their task in large semi-military expeditions. In addition to Dunnish tribesmen, bands of hostile Beffraen inhabit the Choil Bhainnan, while Stone and Forest Trolls dwell in the Mhaighwyd.

The four hundred square miles of the Nin-in-Eilph, the Swanfleet Marshes just outside of Tharbad, harbor treacherous alkali bogs and innumerable poisonous reptiles. The Cardolani and Dunmen both brave the fens in search of rare herbs, but more often the intent is to poach the lordly swans gracing the waters. Their feathers arc highly favored by the fashionable ladies of Gondor, and are the only dependable source of wealth to be found locally.

Dunfearan in this century is reasonably peaceful, but unlikely to remain so. The fifteen "Greater Clans"—the powerful tribes who treated with the Dúnadan Kings centuries ago and guaranteed Dunland its autonomy ever since—have split into two factions. One, the Daen Coentis is named after the people of the old kingdom in the White Mountains. The Daen Iontis, the more violent faction, have taken a name roughly meaning "The Betrayed People." The first group is trying actively to reclaim the culture of the old Daen; the second is most concerned with getting revenge on the Dúnedain for the curse of Isildur. The Temple of Justice, a religious cult led by a strangely long-lived high priest named Maben, provides spiritual leadership for the Daen Iontis. The Temple is believed to have made human sacrifices of Dúnadan victims. The only major town on the South Road, Larach Duhnnan, is controlled by a neutral tribe, Clan Feargan, and so trade has not been interrupted by the dispute. However, there are now many places in Dunland where a Dúnadan or other foreigner should fear to go, and the tension between the Dunnish factions could explode at any time.

In Later Years

It is the eternal curse of the Daen people to never achieve any level of organization sufficient to accomplish a great goal. The conflict between the Daen Coentis and the Daen Iontis lasts throughout the Third Age, ending only after the latter side with Saruman in the War of the Ring. Occasional Dunnish expansion into Eriador is thwarted by the desolate conditions there and local resistance; their attempts to expand southward are blocked by the Gondorians and then by Rohirric forces after the kingdom of Rohan is founded in the 26th century. The subversion of Maben's Temple of Justice by Saruman, who, secretly controlled by the Dark Lord, wishes to conquer Rohan, incidentally keeps either of them from using it to bother the Eriadorans. Destroying the cult by covert means becomes one of the first important tasks of the Prince Regent of the Reunited Kingdoms in the early Fourth Age.

DWARROWDELF

Common Westron name for MORIA.

EN EGLADIL

Sindarin name for the ANGLE, seldom used by any save geographers.

EMETH GELIN

Rolling, hilly moor country between Nenuial and the North Downs, Well populated in its river valleys, it is physically quite similar to the NAN TURATH, and is usually considered part of it.

EMYN BERAID

Sindarin name for the TOWER HILLS.

EMYN SÛL

See WEATHERTOP.

EMYN UIAL

"For one season of the year, the Vale of Coiraldar is a pale brown, blurred by constant cool mists cupped in the valley like wine in a goblet, and the sounds of man and beast are muted by the jog.

"For another season, all is soft while, and the hills have the lock of clouds brought by strange powers to touch the earth. The skies are luminous alabaster, and the crack of a yeoman's axe striking wood echoes for miles from hill to bluff to steading.

"For the Awakening and. the Poem, the valley is green, lush shades of it blurring as though tinted by a painter's brush from hillside to grove to meadow, changing with the waning of the season and every passage of storm and rain, so a man might never tire of watching its moods."

Kenrith of Dol Belassith, T.A. 1260

For all that the power and wealth of Arthedain flow from Fornost Erain, jewel of the North Downs, the heart of the nation has always been the Hills of Twilight (S, "Emyn Uial"). Here are hills of which the greatest poets sing, and the rippling waters whose sounds musicians attempt to match on their lyres and mandolins. It is an unproductive land by southern standards, where steep hillsides strain the knees of the shephard, and narrow vales possess soil too thin to forgive a fanner's careless seeding or over-sharp hoe. Every sheaf of grain and basket of apples, every rack of mutton and bundle of herbs is brought forth from the hill country by dint of hard, careful labor. Fields are surrounded by stone walls composed of rocks that once were strewn amongst the crops. Streams are dammed to prevent flooding, slopes are terraced to retain their soil, groves are planted and thinned to ensure the growth of wood. In spite of it all, the hills give an impression of wildness, as though the gorse, heather, and grass, if not carefully watched, were ready to spring forth and engulf the little works of Men.

In fact, the Twilight Hills, if not as wild as lands closer to the Angmarean frontier, are not so tame as the fields of the Ethir Gwathló or of Lebennin in Gondor. Steadings are a half-day's march apart here. Increasingly harsh winters cause the more exposed hills to acquire a permanently brown cast, forcing shepherds to bring the flocks in closer to the valleys. The rain that gives the hills their lush green covering seems eager to wash away the soil behind the terraces and retaining wails. The constant cool dampness breeds a hardier stock of Men by taking away the newborn and the aged alike with chilling fevers and fluxes of the throat and lungs.

Yet, the Commons of Arthedain, and particularly the Men of the Twilight Hills, are said (for all their reputation for bland frugality of speech and coin) to be happier than most. Law and peace rule in Arthedain—amazingly so to folk from other parts of strife-torn Eriador, "In that Realm [they say,] a man can still walk the country from the River to the Downs with naught in his hand but a stick to ward off the stray dogs." The Dúnedain who rule are stern and aloof, but also just and fair-spoken to all. The lords of the the Twilight Hills will have words with strangers who cause a fuss among their people, but will repay a fair answer with hospitality freely given and advice, whether requested or not, for the road.

The roads in this part of Arthedain are hardpacked earth when crossing flat terrain, stone-shouldered and paved where steep, which is fairly often. A traveller will always arrive where he is headed, or so say the locals; as a feudal state in constant threat of war, Arthedain needs a good road net to mobilize swiftly on any of its frontiers. Tinkers and peddlars are common wayfarers, moving from steading to steading, selling their goods and doing odd jobs They are a good source of news, equal to the merchants who share the roads, and a good deal friendlier. For a small fee, a tinker worth his salt can also provide local gossip as well as less savory knowledge about activities that might be beyond good manners or outside the law.

Even in such a peaceful land, strange and unsettling events do occur.

Taur Faemar

The eaves of Taur Faemar stretch along the vale of the River Himsiril, a cool stream draining the northwestern corner of the Twilight Hills and flowing into the River Lhûn. Midway between the ends of the long and narrow wood, at a ford crossing the river, stands Faemar village. The vale downstream of Faemar is steep and rocky—farming is impossible. The villagers instead gather a yearly harvest of wild game, berries, herbs, nuts, and dry wood for charcoaling. They call the forest Fairborne Wood, and the portion nearest Faemar serves as a playground for young children and a courting grove for those slightly older. In hundreds of years, no one has ever come to harm in the wood; indeed, it is considered a lucky place.

Of late, tragedy has struck, not once, but three times. A village lad, Veryamir, fell into a pool in the wood and drowned. While *hunting* him, a Rhyvelûr of Himsiril Keep (on a hill to the southwest, overlooking the river valley) died in a fall, his body so torn by thorn bushes that only his equipment confirmed his identity. When a second Rhyvelûr perished after being raked and battered by a wind-splintered tree limb, the captain of the keep's guard, Falastir, banned ail entry to the wood until he determines whether unnatural forces, perhaps evil from Angmar, are at work.

The Fëabini of Taur Faemar

In truth, there are supernatural forces in the forest; they are quite local and have no evil intent Yet, if a shrewd mind does not intervene, Fairborne Wood may be permanently lost to the villagers of Faemar,

The Tittarnorka or Hoiten have dwelt in Taur Faemar for untold centuries, unseen by most of the local folk,. They are true Fëahini, the fairy folk of ancient legend. Hoiten are small, none more than two feet tall; in appearance they combine the delicate features of the Elf kindreds with the sharp, bristling hair, ears, and tails of badgers. At the present time, an even dozen live in secret lairs among the roots of the trees of Taur Faemar. Sharing the poor eyesight of many woodland predators, they rely on their senses of hearing and smell to hunt small animals for food and to avoid larger, clumsier, creatures, including Men.

Hoiten would go completely unremarked by the Free Peoples, except for a strange loneliness they experience. Naturally empathic, they are drawn to humans and other creatures of strong emotion, seeking out those who are innocent, happy, and unafraid. In Fairborne Wood, this leads them to follow, observe, and protect the children who play among the trees. The Hoiten ate, in fact, the "luck" of Fairborne Wood. The only adults who are approached by the fairies are the most innocent of lovers and the most peaceful of drunks, both of whom enter the wood regularly, seeking solitude and a place to rest. If anyone thought to ask, he would learn that a small, but significant fraction (at least 5%) of Faemar's villagers have actually seen a Hoiten at one time or another; most suppressed the memory as a delusion, while a few believed and kept the memory to themselves as a special secret.

The facts of the tragedy were simple enough. A guardsman (identified clearly in the senses of the Hoiten by only the distinctive scent of his polished armor) followed Veryamir and his promised wife, Lisswen, into Fairborne Wood out of jealousy. When Veryamir went to fetch Lisswen a birch bark cup of water, the guardsman confronted him; the two men quarreled, and Veryamir was struck unconscious and pushed into the nearby spring to drown.

Witnessing a crime of passion seems to have driven the peaceful Hoiten to madness. In all the search parties entering Fairborne Wood since the murder, those searchers who were well-dressed or cleaner than the others suffered strange accidents; some of the more sensitive felt unfocused sensations of staring, murderous anger. The two Rhivilyr who wandered the woods absolutely alone experienced horrible deaths.

The guardsman who killed Veryamir was Falastir himself. As leader of the search, the captain was always surrounded by his guards, and the Hoiten could not touch him. He is, however, neither foolish nor lacking in lore. He is plagued by feelings of guilt, not just for his original crime, but by the suspicion that two of his loyal soldiers may have already borne his punishment for him.

In addition to the Hoiten, two other Faerie creatures dwell in Taur Faemar. Fëaneldor is a wood spirit who wears an Elvish fana when away from his tree—an enormous, gnarled beech that grows from a rocky outcrop deep in the forest. His fana is handsome, although the greyish cast of his skin, the subtle knottyness of his muscles, and an indifference to weather and insects subtly indicate his fairy nature.

Fëaneldor's beech will open at his command to reveal (rarely to guests) an interior larger than its exterior. Three small rooms and a selection of books, food, and other comforts pilfered over the centuries fit neatly within the tree's bole. Broken by dreamy interludes within the beech, Fëaneldor wanders the forest, singing, visiting other trees of which he is fond, and occasionally harassing magically woodcutters or trappers, if they are being wasteful or destructive of the woodland's bounty. Aside from whimsical encounters with troubled village maidens, these are his only routine interactions with Men. He is, however, the first being to whom the Hoiten turn when they are troubled or distressed. The wood spirit has been trying, with little success, to advise them on the matter of Veryamir's murder.

When Fëaneldor discovers a problem he cannot solve, he visits the third dweller in Taur Faemar. Morfana is a powerful elemental spirit, a living storm of darkness, thunder, and anger, bound to Middle-earth for reasons even Fëaneldor is not old enough to understand. She dwells in a soil-covered hillock near the heart of the wood, emerging only on the darkest of storm-wracked nights to dance among the lightning strokes on the hills. Anyone unfortunate enough to gain entrance to her dwelling discovers himself in a bizarre labyrinth, sculpted from twisted black tree roots. Aside from Fëaneldor and the Hoiten, only a few mannish sorcerers ever learned the location of Morfana's Maze. The wizardress who tried to control her, to drink of her power and knowledge, was driven to madness. The handsome wizard who bound her as a mate suffered a hideous demise.

GM Note: *The Hoiten are described by the following stats: Lvl 10, +50SBi, 150 Stalk/Hide, and 20 Ambush. They know all open and closed Channeling and Essence lists to 10th level, but haven't the intelligence to do anything sophisticated with them.*

Fëaneldor is described by the following stats: Lvl 30, + 100LCl, or +100MBa. He knows all open and closed Channeling and Essence lists to 20th level, and all Bard and Ranger lists to 20th. He will not use elemental spells or anything that will damage his woods.

Morfana is described by the following stats: Lvl 50th, +200HBa, any Man in her presence must resist a 10th level Fear spell or flee in panic. She knows all Channeling spell lists to 20th level and all elemental and weather lists to 50th. She is too enraged to do anything constructive with her knowledge, but if she can be controlled, somehow, Morfana would be a weapon of tremendous power. Unfortunately, any of the Free Peoples who are not of Faerie blood experience a -50 penalty to influence or even converse with Morfana.

In Later Years

"This is a grey wasteland, where every day brings fog and drizzle, and every scrap of cloth drips cold moisture. Most of my soldiers are striken with an evil flux, and every damp morning the army rises with the drumbeat and, as one voice, begins to cough. It is a great, rolling, rumbling sound like the moaning of a Vala in tormented sleep, perhaps wondering why he was cursed to make his rest in such a rocky, uncomfortable place.

"I am in agreement with my Old Knights, that only an Arnorian or a Trail would deliberately choose to fight for such a forsaken realm, and if any of either breed are still taking air when this business is finished, we shall leave it to them."

Crown Prince Eärnur of Gondor, T.A, 1974

Through the long years between the Second Northern War and the Third, the weather grows increasingly cold in Eriador, and the Twilight Hills grow browner and more barren. Villages shrink, and many fields are abandoned. Frost-heaves push more stones out of the ground and buckle terraces, permitting erosion to sweep away the few remaining gardens. Sod is used to thicken the walls of the houses—they appear to squat and huddle against the long winters.

Diseases, some natural and some formented by Angmarean magic, take a grim toll of the people and animals of the Hills. When the climatic battle is fought at Fornost, most of the local militia is pinned down on the frontiers, and no organized evacuation can be made before Angmarean Trolls and wolf-riders sweep in from the east to slaughter and destroy. The people of the hills flee westward across the frozen Lhûn towards the Dwarven towns in the mountains and down the river to Caras Celairnen, where a Gondorian and Elvish garrison maintains fortifications and a supply of food.

When the weather breaks, and Prince Eärnur and the main Gondorian army arrive, Elven and Arthadan scouts counterattack back through the hills to lead the Prince on his great flanking manuever around Nenuial, resulting in the total destruction of the Angmarean armies.

Peace finds the Twilight Hills too ravaged to support organized human society. The few months of occupation allow the Angmarim time to destroy every building and cut down virtually every tree in the country. The Banes of Angmar, the blights and diseases afflicting much of Arthadan flora and fauna, concentrate their effects in the Emyn Uial. For many years after, the Bloodeye Ravish might rise up and slay a horse that stops at the wrong spring or berry-bush squeezing up out of a crack in the paving stones.

The surviving people of the Twilight Hills flee southward, taking with them to Saralainn and Gondor only their lives and the poems telling of their lost homeland.

Over the remaining centuries of the Third Age, the weather improves sufficiently to permit the Shire, at least, to blossom. The Banes of Angmar retreat to some degree from the Emyn Uial, and a few trees and, wild sheep appear on the hills. The continuing prescence of the Banes and regular raids by Orcs, wargs, and other unclean terrors keep the land abandoned. A few sheltered, easily-defended vales provide havens for religious orders to refound their lonely monasteries, and the Rangers of the North retain a few secluded villages for the raising of their families. Rivermen, and hunters or trappers from the Shire and Bree travel carefully through the land. It is not until the Fourth Age that real resettlement occurs. Then, as the Banes fade and the Wargs are driven out, a few people living far to the south hear old poems about a land of mists and green splendor. They answer the call, and life begins anew in the North.

ENEDHWAITH

See DUNLAND AND ENEDHWAITH.

ERED LUIN

The majestic Blue Mountains (S. "Ered Luin") rise between Arthedain and Lindon. In the Elder Days, the Ered Luin formed a continuous chain stretching from the Iron Mountains southward almost to the sea, separating Beleriand from Eriador. The Iron Mountains and Beleriand both foundered during the War of Wrath at the end of the First Age, and the Ered Luin were cloven in two by a great fissure in the earth. The chasm was filled by the sea to form the Gulf of Lhûn. The River Lhûn, whose tributaries drain much of the eastern slopes of the Blue Mountains, once flowed into Lake Nenuial, but now it empties into the Gulf. The two halves of the mountain range are technically called the Ered Forluin, on the north, and the Ered Harluin, on the south—but few people use these names in conversation.

The Ered Luin are formed of a grey rock that displays a bluish tint when seen from a distance. Their lower slopes are cloaked in pine forests, the dark needles contributing to the hazy blue silhouette Most of the mountains in the range rise above the treeline, although only the highest peaks remained snow-capped year round. Lossotil (S, "Snowy-peak") in the central Ered Forluin is—at 10,000 feet—the tallest. It is surrounded by the largest of several glacial ice fields found in the Blue Mountains; they get a great deal of rain on their western slopes, facing the sea, and snow-melt floods the rivers on all sides and keep the waters cold year round.

The heirs of the flooded Dwarf-cities of Nogrod and Belegost make their homes in the the Blue Mountains. They dwell in a collection of fourteen holds in the Nan-i-Naugrim (S. "Dwarven Vale"), along the headwaters of the River Annúduin in the central Ered Forluin. These are the Dwarves descended from Dwálin's Tribe and Thrár's Folk; they are ruled by the King of the Vale, Thrár III. His hold is Merlost, built on the ruins of Belegost. Its smiths and artisans are among the best in the Vale. The mines of the Dwarves now provide little but iron, tin, copper, and coal for their smelting furnaces, but the ores give them a respectable income and an important role in the economy of Eriador throughout the Third Age. Trade between the few Dwarves remaining in the mountains and the men of Arthedain is especially important, as the Naugrim are deft weapon-crafters as well as extraordinary jewelers and toymakers.

See also NUMERIADOR.

EREDORIATH

En Eredoriath (S. "The Lone-lands") stretches one hundred and twenty miles north, east, and south of Weathertop. Its flattest portion forms the Oiolad, or "Endless Plain." The Oiolad, like most of the level portions of En Eredoriath, is a "chalk prairie"; the soil here is thin and rocky, the grasses short and tough; the land is drier because much of the rain drains away underground through cracks and passages in the limestone bedrock. The rivers and streams that do exist cut ravines and narrow valleys, with stands of small poplars and willows growing near the water. At low points between the downs and hills, better soil and more water is trapped—real forests of birch and oak flourish in such environments. In the time of the old kingdom, many of these small pockets of fertile soil were homesteaded by poor squatters. Since the scourging of T.A. 1409, the Lone Lands have become the domain of Orc tribes sworn to the Witch-king.

The Road and the Hedge

En Eredoriath is divided by two important man-made features. The most important is the Menatar Romen, the great stone-edged highway whose cuts and culverts provide an easy passage across the grasslands. The road heads east from Bree, cutting across the southern foot of Weathertop, and enters Rhudaur at lant Methed, the "Last Bridge" over the Mitheithel. It divides Eredoriath neatly in half. Also man-made is the Hagavorl, the ancient "Hedgewall" that long marked the boundary of Cardolan. This great thorn hedge runs along the south side of the Menatar Romen from the Old Forest to Weathertop, then plunges directly southeast across the Lone Lands to the banks of the Mitheithel in southernmost Rhudar. It has been cut and ravaged by many grassfires over the centuries, but still serves as a useful landmark on the plains.

Natural Features

Southwest of Weathertop the chalk prairies begin failing away in lines of ridges with a distinct southward facing; this is the Tyrn Hyarmen, the "South Downs." The first of them, the "Milkfall Edge," is a broken arc of low limestone cliffs some twenty miles from Weathertop. Its northern end causes a steep grade on the Menatar Romen and provides a spring-watered camping green, the last really pleasant spot for east-bound travellers to rest before Weathertop is passed and the Oiolad begins. The southern boundary of Eredoriath is, in theory, the southernmost line of the South Downs. In practice, the edge of the Lone-lands is however far north the sheep-herders of Fëotar, the easternmost province of Cardolan, dare to graze their flocks.

The Nen-i-Sûl, a river that starts from a spring at the eastern foot of Weathertop, runs south through the Tyrn Hyarmen into the inhabited parts of Cardolan, forming the boundary between Dol Tinarë and Fëotar. Hidden in ravines along much of its course, the river is a barrier to travelers because of the bluffs that line its banks.

East of Weathertop, En Eredoriath is as flat as a village common for many tens of miles. The barrenness is broken only by an occasional pothole or ravine. South of the Menatar Romen, the plain stretches nearly to the banks of the Mitheithel; north of the road, the terrain soon develops hills and steep escarpments, climbing towards the Ettendales of Rhudaur and the Misty Mountain fastness of Angmar. The ridges formed by the break-up of the land are called the Stepping Fells; scattered amongst them are small woods, gullies, and caves that provide havens for the Orcs of Angmar, acting as the Witch-king's frontier defences.

EREGION

Eregion was the scene of one of the great dramas of the Second Age and still bears scars after 3000 years. None of it was ever fertile, save for pockets of land along river valleys. The devastation of the War of the Elves and Sauron left it with few trees and little soil. Most of Eregion today is a maze of rocky ridges and gulleys, covered with brown grass and thorny bushes, with, here and there, small stands of pines, magnolias, beeches, or holly trees. The best land is dotted with Elvish ruins, remnants of the Noldo Kingdom of Eregion, which flourished here from S.A. 750 to S.A. 1697. Some of the structures remain intact, seemingly open to looters and curiosity seekers, but they are protected by traps, ghosts, and a scattered local population that doesn't like to see either of the first two threats stirred up. Silvan Elves from Lórien hunt and wander through Eregion when the mood strikes them. Three patroled Dwarvish roads also pass through the region, since Eregion guards the western entrance to Khazad-dûm, the great citadel of Durin's Folk. The edges of the country, along the rivers, are relatively safe and possess a small population of poor Eriadoran, Stoor Hobbit, and Dunnish farmers. Men, whether brigands, herdsman, or hunters, pass deeper into Eregion at their peril.

History

In the early Second Age, the portion of the western foothills of the Misty Mountains between the Sirannon and the Bruinen was part of Enedhwaith, the borderland between Gil-galad's kingdom of Lindon and the Elvish realms of the Anduin valley. Silvan Elves dwelt here then, and Dwarvish and Elvish trade passed over the Cirith Caradhras, the Redhorn Pass of the Misty Mountains. The opening of the West Gate of the Dwarrowdwelf attracted Noldo smiths and alchemists from Lindon, led by Celebrimbor (grandson of Fëanor, forger of the Silmarils) and Galadriel (daughter of the Noldo High Kings of old). They built a small city—Ost-in-Edhil—where the Sirannon joined the Glanduin, and the kingdom of Hollin, named after the local holly trees, was born.

The forging of the Great Ring by Sauron in S. A. 1600 undid all that the Hollinic Noldor had built. In 1697 the kingdom was invaded from the south. Galadriel had departed long before, primarily as a result of Annatar's (Sauron's) political intrigues, but Celebrimbor died defending his forges in Ost-in-Edhil. When the Sauronic armies were driven out several years later, not enough Elves remained to resettle Eregion. The traps, spirits, and other enchanted remnants of the war still troubled the land.



Holly tree

For the rest of the Second Age and into the Third Age, Eregion was essentially controlled by the Dwarves of Khazad-dum. It was used by them as a buffer zone, a barrier of unpopulated land that kept the mannish lords of Eriador or Arnor from driving their borders too close. The Dwarves repaired the three roads they needed for trade, and allowed mannish villages to be built at certain key junctures where caravans might need food and supplies.

Elvish Haunts

The Hollinic Elves displayed a deftness with magical traps comparable to their skill at the forge. Such traps were placed in their lands and dwellings before the Sauronic invasion, and more were created later by imbittered survivors seeking to make the area uninhabitable by their enemies. The Silvan Elves, who reclaimed most of Eregion after Sauron's forces were driven out, were rarely affected by the Noldo "haunts" (manifestations of the traps) and saw no reason to warn anyone about them. The haunts, as much as the barreness of the land and its tragic reputation, kept it virtually uninhabited through most of two Ages.

The "Elvish haunts" do not trouble Elves and Peredhil friendly to the Noldor, nor will they be triggered by Men who have gained the friendship of a Noldo. The traps possess as their material focus an enscribed stone, usually buried among the roots of trees, or under several feet of earth and rock; they are placed around water sources, river and ridge crossings, and the sites of old buildings, crossroads, orchards, and gardens. It was intended that they should strike at moments of unawareness, and most (80%) of them will not be activated if there is a witness nearby. Consequently, most people who travel through Eregion learn to perform camp chores in pairs or groups. If a nearby trap is not triggered (RR vs 10th level attack), the victim will still get a feeling of intense uneasiness. A given trap may only be set off once per night.

The following list summarizes the haunts that may be encountered in Eregion. Roll a D10 when a trap is triggered by a character. The result will correspond to one of the numbers placed in parenthises following the name of each haunt, indicating the symptoms experienced by the victim.

Tirossë (Q. "Lurking Terror")—(1) The illusion of a hideous creature seems to stalk the afflicted character, peering at him through windows, over rocks, around horses, and so forth. This happens 1-5 times a day for 1-100 rounds, one day for every percentage point by which the character missed his RR. The Tirossë appears to flee or hide and disappear, if it is faced bravely. Every day that passes in which the character

does not understand what he is facing causes him to lose one point from his "Presence" stat due to physical and emotional deterioration. He continues to loose points for ten more days after he realizes the terror is illusionary; the lost Presence will be restored naturally at the rate of one point per week after the Tirossë fades away.

Ríneldar (S. "Elvish Memories")—(2) The victim is transfixed by tragic memories of the fall of Eregion, weeping uncontrollably for 1-100 hours or until he collapses from dehydration and exhaustion. The character is effectively stunned and will loose 1-10% of his hit points per hour due to shock and depression.

Yelwalor (Q. "Nightmare"; literally "Loathsome Dream")—(3) A hideous, formless monster appears out of the air. It has stats are equal to or half those of the character, depending on whether he faces the threat bravely. The gibbering apparition attacks until slain; use the Tooth and Claw Attack Table, but chose the actual critical table randomly. Its attack tolls are not open-ended; that is, the die roll itself cannot go over 100.

Hwarinolor (Q. "Crooked-vision")—(4) The victim thinks himself an Elvish lord and departs to hunt Orcs and Trolls. He will suffer a 1-10 point Constitution drain for 1-10 days as he tries to match the endurance of a Noldo warrior. If he has no night vision, there is a 10% chance per hour at night that he will suffer a bad fall in the dark (+50 attack). If travelling with Orcs, he tries to stalk and kill them. If travelling with Men, there is a 20% chance he will mistake them for Half-orcs and try to capture them for execution 1-3 days later.

Gûlepsë (Q. "Wraith-limb")—(5) The unfortunate soul perceives himself to grow an extra digit or limb. The new appendage eventually develops facial features and an Orc-like mind that argues with the character. The victim's companions cannot perceive the strange appendage, and merely hear the character arguing with himself.

Kellívë (Q. "Running-sickness")—(6, 7) The subject flees for the nearest attainable point on the Eregion border. Tough luck if he can't swim or climb mountains. He gains another RR check every time he collapses from exhaustion.

Gayergfûl (Q. "Dread-spirits")—(8) 2-20 spirit-forms of Orcs or Men from Sauron's Second Age army form in 1-3 rounds and try to kill every non-Elvish living creature in a 1 mile radius. The trap absorbs the spirits of those so slain and uses them in its next triggering, up to a maximum of 20 spirits. All Gayergûl have the stats of second level Rogues.

Isilúvanimo (Q, "Moon-monster")—(9) The product of one of the less savory Noldo alchemists, this form of lycanthropy unsettles the mind and causes the victim, when angry, to transform into an ape-like creature that needs to kill one Man to calm down. When transformed, the character's Intuition and Prescence are halved and his Strength is raised to 103. Any Elvish Animist can absolve the victim and free him from the curse.

Nárliltáro (Q. "Fire-dancer")—(10) A 2' tall fire-elemental appears. Shrieking madly, it ricochets around the area (300 foot movement) every other round like a mis-aimed sling bullet. On rounds it isn't moving, Nárliltáro sets something on fire (attacks target as a +60 Firebolt). There is a 20% chance per round after it has successfully started something burning that it will stop for a round to laugh, showing Elvish facial features. All of its stats are at 50, including its MovM; slash and puncture crits against it are reduced by two levels, but it takes double damage from *ice* and triple damage from water.

ERYN VORN

(S. "Dark Wood")

This dangerous forest covers most of the peninsula called the Rast Vorn (S. "Dark Cape"). The cape is too rugged for most mannish inhabitants, but various tribal relics of the Elder Days still dwell here, along with Trolls, Orcs, Huorns, and other evils driven into hiding by the Eriadorans and Númenóreans during the Second Age. Of the tribesmen, only the Beffraen raid beyond the bounds of the forest into Girithlin and Saralainn. They conrrolled much of Minhiriath during the early Second Age, and hope to do so again as Cardolan withers away in the 17th century of the Third Age. The Woses living in the wood are relatively benign, as are the Mebden, descendants of Eriadoran nature cultists. Petty-dwarves, unknown to almost all outsiders, still dwell deep in the forest; while they are a bent and unpleasant people, they make no quarrels save with their immediate neighbors. The Eriadorans long ago learned to respect that attitude from the dwellers of the Eryn Vorn.

EVENDIM

Lake Evendim is the Westron name for NENUIAL.

FËOTAR

The Cantons of Fëotar are the easternmost of the Cardolani successor states. Formerly a barony, they drove all the local Dúnedain out of the country several generations back. Now an extremely loose confederation of independent communities, the Cantons are seldom capable of anything resembling a cohesive foreign policy, and their militia-based army is hopelessly disorganized. In spite of this, Fëotar seems to produce charismatic leaders at will, and these can, with some advance warning, put

together a rugged, aggressive infantry army that, if erratic in action, is at least always larger then any other in Cardolan. Bemakinda, general for the Fëotari throughout the Stonearm Wars of the 1630's, was the most recent of these charismatic leaders. Now retired, he is respected throughout Cardolan and considered an expert on matters in Rhudaur.

In Later Years

Fëotar loses population in the 17th century, but manages to retain a goodly portion of its people and holdings until well after the fall of the Witch-king. The collapse of Angmar bodes well for Fëotar's rise as a major power along the Gwathló, but the loss of Moria to the Balrog destroys the best market for its foodstuffs and cloth; the long dreamed-of Fëotari capture of Tharbad never occurs. Fëotar continues as a petty state until the Orcish invasion of the 28th century destroys most of its steadings on the upper Gwathló and what is left of its government. An attempt to rebuild along the Gwathló in the 30th century results in a state dominated by the Cult of the White Hand, a secret society financed and controlled by Saruman the Wizard. Only after the end of the War of the Ring are local leaders able to organize a new Fëotan Confederation; they are willing to accept the new King of Arnor as their ruler and he, in his turn, guarantees the freedoms of the Cantons they had fought for so long.

FORNOST ERAIN

The capital of Arthedain after the division of Arnor in T.A. 861, Fornost has long been the largest and busiest city north of Tharbad. The tin and lead deposits underlying this part of the North Downs drew Eriadoran and Dwarven miners here as early as S.A 1000. For obscure reasons, the Dwarves got no support for their claims from their kinfolk in Moria, and the Eriadorans drove them out after a series of minor wars. Much later, religious mystics from Númenor arrived and received permission to build an astronomical observatory on Formenairë (Q. Northlament"; W. Norland's Glower), the highest crest of the downs around the headwaters of the Nin Erain, the most important local river. Númenórean power kept the peace locally, and the Eriadorans ,got used to the idea of their leadership. Around S.A. 3250, a Sauronic minion used the mystical lenses of the observatory on Formenairë to summon an Êlrauko (Q. "Stardemon"). It ravaged the countryside until slain by a Dúnadan wizard, Calendil Glórnaur ("Goldfire"). Calendil was elected King of the Tyrn Formen by the grateful locals and eventually willed his crown to his nephew, Elendil of Andúnië, who later combined the title with several others when he made himself the first King of Arnor.

The actual name of "Fornost Erain" first appears in Elendil's original plans for the defense of Arnor against the Orcs of the Misty Mountains. He ordered a fortification, "The Citadel," built along the highest ridge of Norland's Glower, and added a series of defensive walls around the hill as local settlement moved, from the towns down in the valleys to either side, uphill towards the center of local power. Valandil, the first King of Arnor in the Third Age, built a palace within the citadel for use in the summer, to enable him to get away from the heat and biting insects that troubled his official capital at Annúminas, Over the centuries, Arnor's Kings transferred more and more of their officials to Fornost, seeking the knowledge of the religious mystics dwelling in the area.

After Arnor was divided, the military problems of the kingdom were also best handled from its eastern citadel. By the time Annúminas fell to the Angmarim in 1409, all that remained was to move the Palantir of Annúminas eastward for the transfer of power and government to be complete.

Fornost is more completely described in Section *123.*

In Later Years

Fornost is a shadow of its former self by the time the Witch-king's forces besiege it in T.A. 1974. Enough remains of its population for the Witch-king to send an army of animated corpses across the winter landscape to



A Lossadan shaman

terrorize fleeing refugees and haunt the Shire for the next two decades. The rums now take the name of Dead Man's Dike—the power of the Witch-king's curses against the city takes a long time to fade. Undead of various sorts, as well as creatures of the Underdeeps and Fëadegnir, appear among the ruins occasionally in the centuries after the fall. The Rangers of the North visit the place and even maintain Havens near it, but they do not try to live there. When the forces of the Telcontari return to the area in the early Fourth Age, they start a new village and fortress in the Vale of Senthur, just below the ruins and to the west. Adventurers have no competition for the ugly business of picking through the rubble and cleaning out the remaining curses.

FOROCHEL

A realm of tundra, bog, and snow, Forochel is described in Sections 5.3 and 6.5.4 of this module. The region did not exist in the Elder Days; the Iron Mountains then bordered Eriador on the north, and beyond the range stretched only a glacial ice cap that occasionally pushed fingers over the mountains to scrape the soil and trees off the hills and uplands that later became Arthedain and Angmar.

History

The part of the Northern Waste that borders Eriador was created out of the rubble of the Iron Mountains by the relentless power of wind, ice, and flowing water; it was uninhabitable for the first centuries of the Second Age, As a drainage pattern emerged from the rocks and mud, cut by summer streams trying to reach the Bay of Forochel, soil collected. Seed and spore drifted from the south to provide the country with its first plant cover. Reindeer, mice, ptarmigan, and waterfowl followed the flora; then wolf, fox, and hawk arrived to prey on the grazing beasts. Fish swam up the streams and rivers as the waters stabilized and cleared; otter and mink followed the fish along the coasts from Lindon and Numeriador, and Eriedain Rivermen eventually traveled north for pelts. The Lossoth migrated west a few centuries later, tracking reindeer from somewhere in north-central Endor. They spread out across the granite platform that once underlaid the northern ice cap and picked a way across the rubble plain until they reached the Bay of Forochel. There they met the Rivermen, who stayed only for the summer months, and established the most tentative of trading links.

During the early years of Arnorian history, travel to the northern frontier was left to the Riverman trappers. After the division of Arnor, this practice changed. Amlaith, the first King of Arthedain, sent explorers into the north country attempting to find new trade routes that did not run through his brother Thorondur's realm of Cardolan, An attempt to build a road through the Waste to the Bay of Forochel failed; the tundra was simply too treacherous and the route too costly for caravans. A path over the Iron Pass of the Misty Mountains succeeded for a time, but drove Orcs from the mountains into Forochel. There, they troubled the inland Lossoth and drove many westward towards the great bay. Amlaith, by way of apology, sent Rangers north to hunt down the worst of the Orcs; along the way, they explored much of the country as far as the great northern sea and produced maps that would the only source of knowledge on the Forodwaith for millennia to come.

Amlaith also declared a protectorate over the Lossoth—a provision of which most never heard and the rest soon forgot. The only reminders of his promise in later reigns were a few medicine bundles. Each was made of feather, bone, and fur, inscribed with the King's declaration in Sindarin and Adûnaic. The Lossoth could not read the words scratched onto the hide covering the bundles, but they knew the Elenriss—the six-pointed Ranger's star adorning each bundle—was the symbol of a warrior who would fight evil wherever it arose.

Every so often, years and centuries later, a strange figure would appear in the streets of Annúminas or Fornost, wearing exotic furs and bearing a hide-wrapped bundle, lost and frightened by the great buildings and the masses of tall men all around him. Someone would locate a scholar who spoke Labba, while another located a book of ancient laws. Then the fur-clad Lossadan hunter would receive, as his right, a personal audience with the King of the North. Finally, one of the Feryth Aran would be commanded to learn new skills and languages and to undertake a mighty journey. No Lossoth ever took the trip south unless dire peril afflicted his people; and even after the fall of the Dúnadan kingdoms, none ever returned home without aid.

Danger in the Forodwaith

Orcs of Angmar are a constant evil in the Forochel, especially after the Witch-king began sending his frontier tribes into the foothills of the Rammas Formen to secure bases for raids south into the Emyn Uial. White wolves and Snow Trolls are a dominant threat in winter months, and the changing weather makes those winters longer as the years go by.

More exotic creatures, like the Demon-whale, are remnants of the First Age and the magical armies of Morgoth. The Demon-whales themselves prowl the waters of the Bay of Forochel, but they are rare. Fanged creatures of both fur and scale wander into Forochel from the ruined lands to the north, along with cold-breathed, white-skinned giants, slithering ice-drakes, bizarre skin-changers, and howling wind-spirits. The Lossoth and their shamans, more so than the folk of the tamer southern lands, routinely practice a variety of minor defensive magics against supernatural intruders. Shamans keep careful track of the omens and signs that appear around them to indicate the mood of the spirit world.

While the typical Lossadan shaman, like village healers in the southern lands, utilizes only a limited number of magical spells and rituals, a few are possessed of a natural

"gift" for contacting "spirits." It is a dangerous ability. Some of the "spirits" are the souls of Lossadan, Adan, and Elvish hunters and healers, lost for a time in the swirling Essence winds caused by the wreck of Angband and Beleriand, hopeful of eventual escape beyond the Walls of the World. Others are Maiar, Fëahini, Elementals, and Demons, whose needs and desires are less obvious. A Lemeynen (L. "Spirit-namer") can do enormous good or terrible evil, depending on how skilled, sensitive, and responsible she is. When a talent such as this reveals itself, the eldest of a clan's shamans will be assigned to instruct the gifted in the ways of wisdom. Tales tell of entire Lossadan clans ruined by "Namers" seduced by Demons in the guise of benevolent spirits. Yet, Orc-bands numbering a thousand or more have been slaughtered when they troubled a seemingly harmless village with a Lemeynen who was on speaking terms with the powers behind the north wind.

The most spectacular of the dark powers of the North is the Eloeklo, an evil spirit of the north wind who appears in many Lossadan fables. The Eloeklo was once a great cold-fire Demon serving Morgoth. He was bound to the winds by a Noldo Mage during the siege of Angband in the First Age. Cursed to remain merged only with winds of a certain degree of coldness, he has for three Ages been doomed to perpetually drift, his fana spread through the upper airs. The Eloeklo regains some semblance of his true form only when summoned by sorcery or when a natural concentration of Essence—such as an unusually intense blizzard or magical battle—allows his consciousness and substance to coalesce in one location.

Due to the Noldo curse, he is no longer able to fully solidify his body in Middle-earth. He appears as either a shapeless mass of wind and snow, the size of a small castle, or as a semi-transparent giant some three times the height of a man, bearing grotesque, snarling features and wielding a whip of freezing wind. In either form, he is immensely powerful, but almost blind to the creatures and objects around him. Men witnessing a manifestation of the Eloeklo have simply thrown themselves to the ground and been passed over, while others who screamed and fled were caught and crushed. The Eloeklo, while powerful, is only rarely a threat to mortals. The Lossoth consider him a primary source of the worst and most deadly blizzards, but their shamans tell them to speak his name softly, and never to curse or rave against the storm when out in the elements. The Eloeklo, they say, is always listening, waiting for his chance to return to the world and take vengeance upon its people.

GM Note: *10% of all Lossadan shamans are Lemeynen, and will have 1-10 times the effective level of a normal shaman for purposes of summoning and controlling supernatural creatures: Ghosts, Elementals, Demons, or all three. In MERP, use the Animal Mastery list, but apply the spells to the applicable beings; in RM, use the spell lists: Dark Contacts, Repulsions, Summons, and Dark Summons.*

The Eloeklo continually seeks a focus or familiar to allow it to return to the world of Men. There is a 1% chance that he will hear any definite and angry calling of his name in a storm, and a 5% chance of he will answer any summoning spill cast during a blizzard, regardless of what was being summoned. Typically the Demon leaves after 2-20 rounds, if no useful prey or opportunity presents itself.

The Eloeklo has the characteristics of a Balrog when in his plant form, save that all of his attacks do cold instead of heat criticals. In his cloud form, he is unable to use his weapons and can only cause unbalancing criticals. In either case, he must make a Perception check to detect anything that is going on around him (+30 as a giant, +10 as a cloud). Additionally he must make another check whenever something breaks his concentration; speaking the name of Elbereth or throwing a lit torch at the monster will suffice.

Points of Interest

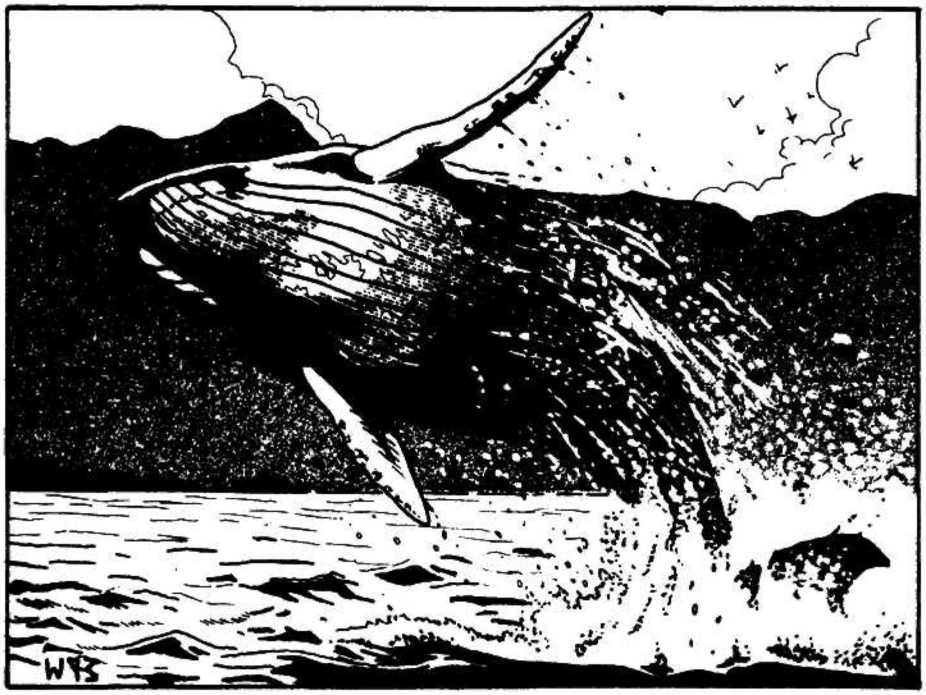
Bay of Cracking Ice. The Lossoth dwell on both shores of this bay, taking whales, seal, and fish from it when they can. Umli (Half-dwarves) dwell on the eastern shore, around the estuary of the Lókosir. A village of the northern Lossoth is immortalized by a parchment kept in the collection of the Kings of Arthedain:

"Late and sad it was that I learned this caution of the Hemoel Lossoth: no male ventures outside unprotected in snow weather in this season. All of our company are now lost to the ice-woman, save my husband. I have seen them standing uncloaked in the snow; pale, tormented, guarding their new mistress with her lace gowns and her fine white teeth. By the grace and guile of my ancestors, she will not have Thorluin while I breathe."

Ammerethiel Foros, the author of the. parchment, seems to have brought it back to Arthedain in the 12th century, but no further details are recorded.

Bay of Whales. There is a wealth of sea life in this gulf, brought up from Belegaer by a warming current. Whales follow the smaller life forms to the edge of the ice, and are hunted in their turn by Lossadan and Cardolani whalers. The Cardolani once kept summer huts and stations along the Bay. The assumed reason for the abandonment of this practice was the increasing cold of the last few centuries; a few know that the decision was made after a season marred by repeated incidents in which the corpses of sailors drowned in the bay walked ashore and tried to break into the huts.

Bleak Mountains. Utterly lifeless. At the top of one of the range's peaks stands the frozen corpse of a Second Age Noldo lord. The face of another mountain at the north end of the range is said to be carved with runes revealing every spell of magic known in the world.



The Bay of Whales

Wash Tundra. That part of the Taleth Oiohelka north of Arthedain. This western portion has been smoothed by rivers and soil eroded from the Rammas Formen. It is better watered than most of the tundra and able to sustain scattered trees and shrubs in its streambeds and bogs.

White-rubble Hills. Broken wreckage of the Iron Mountains. Bushes grow out of sheltered crevices during summer, but never in enough quantities to change the hills' bleak color. The remains of a giant Dragon are said to be buried here.

Edge of the World Mountains. Not high, but snow-capped year round. The home of unnatural things, some left over from the Elder Days. One or more Arthadan expeditions crossed them, but records are sketchy. Carved on a rock slab overlooking the Bay of Whales is a message:

"I, Malgolodh, son of the son of King Amlaith, forbid any to pursue further my quest. I will entomb myself in the hills to protect happier lands from the evil which has devoured my companions." Searches ordered by the King produced no recorded results.

Fen Tundra. Treacherously boggy year round, thanks to scattered hot springs and monsters dwelling in the mud. Water draining off the surrounding hard tundra flows slowly eastward into the Lost Sea. This barrier prevents Ice Orcs and worse creatures of the Utter North from troubling the Lossoth.

Fire Tundra. A volcanic basin in the midst of icy hills. Alleged to harbor Demons and Fire-spirits. Some explorers have returned bearing precious gems and green leaves.

Lost Sea. An arm of the great northern ocean, this gulf is closed off by ice virtually year round and open to Umli fishermen for only a month of the summer.

Taleth Oiohelka. The rubble-strewn tundra north of the Rammas Formen and the Grey and Misty Mountains. It gets drier as one travels east from the Bay of Forochel, and shows less greenery in summer.

Stone Tundra. Once a granite plateau, scoured by glaciers in the Elder Days, but brought down to sea level during the War of Wrath. There is still little soil or life here; the Lossoth who wander this crevassed plain hunt and dwell mainly along the watercourses.

In later Years

Although they were scarcely aware of the severity of the threat, the fall of Angmar and the warming of the northern weather probably saved the Lossoth from extinction. A centuries-long decline in numbers and health ended; hunting grounds once overrun by Orcs and Trolls could be reoccupied. The Snowmen live more or less peacefully for the rest of the Age, grateful for the lack of fuss and trouble coming from the lands to the south. In the Fourth Age, King Elessar appoints a Warden of Northwatch to clean up his frontier and rid the Forodwaith of the ages-old problems of Snow Trolls and white wolves. After F.A. 47, Frodo Gardner, son of the Shire-Mayor Samwise Gardner, becomes the Warden's chief advisor; he begins a program of tree and shrub planting along the streams of Forochel to stabilize their banks and "tame" them. This is an extension of a similar program that reforests a goodly portion of the Rammas Formen and the Emyn Uial by the end of the century. It is intended to take advantage of the waning of the ancient evils and, Master Gardner says, to allow the land to bloom, as he believes the Valar once intended.

GIRITHLIN

One of the traditional seven Hirdyr of Cardolan, Girithlin was founded towards the end of the Eriadoran Wars in the 27th century of the Second Age. One of the founders of its noble house was among the Númenórean sorcerers who successfully used magic to drive the Huorns out of Minhiriath and into the Eryn Vorn. The Girithli have always led the Cardolani in the campaign to keep the evils of the Eryn Vorn confined to the peninsula, and the Beffraen hold a special grudge against them. As told

elsewhere in this module, in the various sections dedicated to Cardolan, this realm is fast decaying, and the following curious story is told about its possible ending.

The Doom of the Girithli

"Some two centuries ago, a Hir of Girithlin thought it prudent to make better acquaintance with the Elves of Lindon. He was basically a just and decent man, and gained several friends among the Lindon border wardens in his youth. With patience and cleverness, he expanded his friendships and became one of the few Lords of Men permitted to travel in Harlindon and to meet with the Elvish Wandering Companies who still crossed Cardolan regularly under the cover of night.

"He grew quite fond of his Elvish friends, and so did two of his four children. The older sons, like many powerful men, were jealous and uneasy around the First-born, who had so much that the Girithli's wealth and privilege could not buy. Eventually the Hir grew old and died, and his sons were reminded of that most important thing the Elves possessed. While they did not act on their jealousy, they did pass their resentment on to their children.

"It came to pass that one of these children, known as Encaldil, became the heir of Girithlin. His was, in his youth, taken secretly by his uncle to Parth Ainatir, an Elvish camping glade. There he became enamored of the First-born, much as his grandfather had been. He returned regularly and secretly to the glade thereafter, and his uncle hoped that he might be influenced to sense and wisdom by these encounters.

"But Encaldil was his father's son, selfish and proud. When one day the Hir criticized him for not seeking out a wife of such quality as to improve the family's blood-line and position, Encaldil fled Minas Girithlin and went to Parth Ainatir, He found a large parry of Elves there; the foulness of his mood and manner offended them, but out of respect for his grandfather they tolerated his presence. Wine seemed to calm Encaldil, and a Elven maiden for whom he felt affection strove to lull him to sleep with song. He attacked her, mixing obscene suggestions, offers of marriage, and threats of violence—and she fled from the glade.

"The glade's lanterns darkened instantly; Encaldil, sobered by the sudden wave of anger rising around and against him, drew his sword. He threw a challenge into the darkness, announcing an apology for his display of temper and threatening to cut his way out of the glade if it was not accepted promptly. When only silence answered him, he struck about him, calling the Elves cowards, and suggesting that they would, themselves, benefit from a mixing of their blood with that of a mannish warrior.



Glorfindel

"As these words left his lips, a blinding flash of light struck Encaldil like a blow and held him in its glare. He jerked his sword upward to protect himself, but far too late; a hand darted out of the shadows, seized his wrist, bent it downward, and broke it. As the weapon fell from his grasp, a tail, broad-shouldered figure was revealed.

"'Do you know me?' the Elf-lord asked. 'I am Glorfindel na Imladris, child! Do you know that name?'

"Encaldil made no answer, but his arm was in a grip of iron, and he cried out in pain and spat an obscenity.

"'Fool!' cried Glorfindel, 'Fool and fool again! I need not punish you for your insolence. Born in murder and madness was your line, and by murder and madness your line will end! Beware the red fires of vengeance!'

"With that, Glorfindel threw Encaldil to the ground. When the boy rose again, the Elves had gone. Never again did the Fair Folk return to Parth Ainatir, and never did they speak again to the Lords of Girithlin, and never again did their Hiri sleep in peace, for wondering ever how the prophesy would be fulfilled."

Points of Interest

Annon Baran. The closest thing to a town in Girithlin, this fishing and amber-gathering village is on the east bank of the lower Baranduin. The shallow, shoal-filled waters of the river estuary are dangerous and some-

times impassable for large ships. This has prevented the town from becoming a major port. There has been an Eriadoran village here since the early Second Age. The King of Cardolan rebuilt it after a catastrophic flood in T. A. 1200 and gave it a Royal Charter that the Hiri of Girithlin do not completely ignore.

After the Girithli are driven out of Cardolan in the late 17th century of the Third Age, Annon Baran becomes a peculiar and dangerous "open town" where Orcs, Beffraen, Rivermen, Dúnadan Rangers, and Corsairs from distant Umbar all mingle. The original Cardolani charter, guarded by the ghosts of various Thegns and heroes of the town, is still there when King Elessar comes to reclaim it in F.A. 6.

Balost. This castle, reputed to be the loveliest in Cardolan, was built by the Hir Girithlin, but is currently part of DOL CALANTIR.

Minas Girithlin. The baronial seat of the Hir Girithlin for the past thousand years. Completed in T.A. 590, it replaced a smaller keep on a hill nearer the River Baranduin. That older keep was the source of the alternative name for the barony, "The Principality of Dol Girithlin," a title not used in recent centuries.

Minas Girithlin has a terrible secret usually not discernible to anyone without the memory and sensitivity of a Noldo Elf. The Beffraen have a special hatred for their Girithli neighbors; a few Beffraen villages have developed the odd practice of secretly supplying the keep, through third parties, with furniture, art, and household items. The appontments contain magical totems and fetishes, carved of wood cut from the branches of the most evil of Huorns. Some of these "gifts" are discovered periodically and destroyed if they show signs of being truly harmful. The cumulative effect of the undiscovered furnishings, however, has been to "taint" Minas Girithlin, leaving it open to more powerful curses. The Beffraen also possess a tradition of bagging the bones of some of their most powerful shamans and burying them near the abode of their enemies. The grounds of the Girithli keep are riddled with unmarked tombs. A few were discovered and cleansed, but the majority rest untouched. One day, when the powers of the Dúnedain wane sufficiently, a number of powerful wraiths are going to arise and lay claim to their burial ground.

In Later Years

The pressure on Girithlin intensifies throughout the 17th century. In T.A. 1670, the last legitimate Baron abandons Minas Girithlin, leading a stream of refugees up the Baranduin to Tharbad and thence south to Gondor. The lord flees some unnamed fear, rather than the pirates who actually overrun his last riverside holdings. The pirate leaders who enter the keep perish mysteriously, and the Arthadan expedition that clears the pirates off the river simply seals the doors shut, leaving behind a collection of strangely mutilated bones.

In the next century, a Girithli cousin, a soldier long resident and much respected in Fornost, comes south with a band of retainers and reclaims Minas Girithlin. He succeeds because the Beffraen and Orcs have weakened one another badly by constant warfare. The soldier carves out and protects a small territory around the keep and plows again the fields abandoned almost a century before. He tells his friend, the commander at Iach Sarn, little about what he finds in the tower, but he does say that "fire keeps things down" and "a little drink clears out the dreams." Eventually he confides one of these dreams to his friend: himself lying helpless on a bed, while around him man-like shadows, their eyes burning red with hatred, hold him down, and flames flicker all around.

The final Beffraen attack comes, several years later. The Girithli soldier is immobilized with a fever; without his leadership his people are helpless. The last servant to escape over the walls, as the torch-bearing tribesmen pour in, reaches Tharbad a month later, still babbling and insane, raving about dead men stalking him through the hallways and his poor master trapped and helpless in his bedchambers, awaiting the end.

The Beffraen who burn the interior out of Minas Girithlin seal the door and put a warning sigil on it. They have no use for such places. For the next thousand years, through war and peace—eventually blending so much into the hillside as to resemble a natural spike of rock—the tower stands as a mute witness to the fall of the Dúnedain. Not until the Fourth Age do Men again cross its threshold.

HOLLIN

Westron name for Eregion. It was derived from the holly trees which grow conspicuously wherever the Elves of Eregion lived. Both the Eriadoran and Dunnish neighbors of Hollin believe that the holly trees, most of which were planted rather than naturally seeded, indicated that the Elves or their ghosts still dwelt in the country. It is widely thought that the land is haunted, and Eregion is seldom visited.

HILLS OF EVENDIM

Westron name for the EMYN UIAL. The name arises from the view of the hills one sees looking across Lake Evendim from the east towards the sunset. Since western Eriador was Elvish country during the Second Age, the first Eriadoran and Númenórean settlers to visit these hills approached from the east, up the Baranduin.

IACH SARN

Sindarin for SARN FORD.

IMLADRIS

See RIVENDELL.

KHAZAD-DUM

Proper Khuzdul name for MORIA.

LINDON

(Q. "Singing Land")

An Elvish realm on the western edge of the continent of Endor, home to the survivors of the Noldor, Sindar, and Laiquendi (Silvan Elves) who dwelt in Beleriand in the First Age. Beleriand was broken in the War of Wrath by the magical powers of Morgoth, the Dark Enemy of the Elves, and sank beneath the sea. Lindon was the Quenya name for Ossiriand, the easternmost part of Beleriand, and the two peninsulas that make up the realm are all that is left of the subcontinent.

Lindon is a closed land, for the most part, and is held in superstitious awe by many Men of Eriador. Visitors who wander across its rather vague borders are typically followed and warned off with the minimal amount of contact by Elvish guardians, the border wardens of the realm. Those who ignore the warnings resurface later in a confused, enchanted state, suffering from amnesia and strange dreams. Obviously evil intruders, such as brigands, Orcs, and pirates, simply disappear and are never heard of again.

Lindon is divided into two parts by the Gulf of Lhûn, which originated as a great chasm that split Ossiriand and the Blue Mountains in twain during the War of Wrath. The two halves are Harlindon, on the southern side of the gulf, and Forlindon, on the north. They are similar in geography, with a cool, humid climate and the rough, eroded terrain found elsewhere in Eriador where the powers of the world have interfered with natural forces. A mixed population of the three races of Elves has labored long years to create a safe and peaceful haven that seems to the rare mannish visitor a step removed from the real world. The land can be addicting to mortals, which is one reason few of them are allowed within.

The Grey Havens, the twin ports of Mithlond, form the largest Elvish community in western Middle-earth and the most salient point of embarkation for Elves sailing to the Undying Lands. This is a boon they were granted by the Valar after the War of Wrath. It yields to all the Elves of Middle-earth a chance to leave the risks and pains of a mortal world and spend their immortal lives in an untroubled, imperishable realm. Through the Second and Third Ages, a steady trickle of Elves passes into Lindon and out from Mithlond on their way into the immortal West. Cirdan the Shipwright, an ancient Sinda lord, builds most of the vessels used for the voyages and provides Lindon with the little leadership it needs. He follows conservative political policies; they have the stated goals of combating evil and aiding the Elves' ancient friends, the Dúnedain, while carrying out his underlying intent to keep Eriador safe for the continuing departure of the Elves.

History

Lindon gained its reputation as a mysterious and perilous land in the Second Age, when it was a true Elvish kingdom ruled by Gil-galad, last High King of the Noldor. The Elves then occupied all of Eriador west of the Baranduin River. They held little desire for encounters with the other peoples of Eriador, but Gil-galad was obliged to negotiate with Men and Dwarves to ensure safe passage for Elvish travelers.

Thus occured what came to be known as "The Noldo Peace," spanning roughly the years S.A. 40-1693. Despite its name, the peace was guaranteed as much by the Durinic Dwarven kingdom as by the Noldor, and it did little to prevent petty wars between the Eridoran kingdoms, unless their battles threatened journeying Elves, Gil-galad hoped to create long-term security for his sadly reduced Elda and Silvan peoples. He dreamt of finding anew the numbers, peace, and prosperity the Elves once enjoyed in Beleriand when Angband was contained.

While the power and wisdom available to the Noldo kingdom was immense by Endorian standards, it was measured in the life's blood of a relative handful of survivors of the March from Valinor and the Wars of Beleriand. Wars, personal tragedies, petty quarrels, and the passage of time ate away at the source of Elvish power. The Noldor and Sindar born in Lindon might replace the numbers of those who passed over the sea, but never the strength, wisdom, or presence of the Calaquendi who once beheld the light of the blessed Two Trees. The Noldo Peace was a success for sixteen centuries, until the War of the Elves and Sauron further embittered the people of Lindon and depleted their strength. For the rest of the Second Age, the Númenóreans carried the balance of power in Eriador, while Lindon grew more reclusive.

The foundation of Arnor seemed to provide a second chance for Gil-galad's dreams of revival, but the terrible casualties of the War of the Last Alliance saw the death of both the High King of the Noldor and his hopes. Cirdan's reign is designed to protect such peace as might be possible for the Elves until the day comes for the "Last Ship" to sail. The population of Lindon dwindles, and their influence in the affairs of Eriador wanes with it.

METRAITH

Town at the junction of the Men Ceren with the Men Formen in central Minhirath. Also called THALION, after the royal palace on the south side of town. See DOL TINARE.

MINHIRIATH

(S. "Between the Rivers")

The coastal lands between the Baranduin and Gwathló rivers, southwest of the edge of the Eriadoran upland. Nominally bordered by the Men Ceren, the road between Tharbad and Sarn Ford, it is comprised of DOL CALANTIR, DOL TINARE, ERYN VORN, GIRITHLIN, and SARALAINN.

MINTYRNATH

That part of Cardolan on the Eriadoran upland north-east of the Men Ceren. It is comprised of DOL TINARË, FËOTAR,TAUR IAUR, PINNATH CEREN, TYRN GORTHAD, and TYRN HYARMEN. The region is almost completely depopulated during the 17th and 18th centuries of the Third Age, and the name virtually passes out of usage.

MISTALONDË

Old name for the city of Sudúri in Minhiriath. This name for the city appears in any records from the mid-Second Age until the capture of the city by Gordaigh of Saralainn in T.A. 1503.

MISTY MOUNTAINS

This majestic range is also known by the Sindarin name Hithaeglir (S, "Walls of Mist). It was thrown up fairly late in the history of the world, possibly at just the time of the Elves' awakening in Cuivienen. Its effect on the local topography was dramatic: the lands on both sides of the range were lifted and torn by the violence of the event, leading to the creation of broken, eroded fells on the western slopes and sheer precipices on the east. The flanks of the Misty Mountains have never been heavily populated at any time in history.

Five passages are available to admit the traveler from Eriador into the eastern lands. From north to south they are:

The Den Lóke. Strictly speaking, this gap between Mount Gundabad and the Grey Mountains merely allows passage from the Northern Wastes onto the Gunadalok Shelf. For a traveler who, for good reasons or bad, wishes to go north of Carn Dûm and bypass the mountains, this is the only route that won't require months of winter passage across the Forodwaith and the hunting grounds of the Dragons of the Withered Heath.

The Angirith. Topping out well above the tree line, this exhausting passage at the northern end of the range is heavily traveled by the folk of Angmar. A side passage, the Aksa Ruin, leads directly to Mount Gundabad.

The Misty Passes. The double pass over the Misty Mountains connects the headwaters of the River Bruinen and the vale of Anduin. Its formal title is the Orocirith en Forndor (S, "High-climbing Pass of the North") or the Doncirith, or simply the High Pass. The route itself is quite ancient. The lower of the two passes was cleared for cart traffic in the early Second Age by Dwarves of Durin's City. The higher was opened up by Arnorian engineers in the early Third Age. It is normally used only when the Orcs of Goblin-gate, which is directly under the mountains to the north, harass traffic on the lower, safer route.

The Redhorn Pass. Also called the Cirith Caradhras, this passage was used by the first Dwarves to enter Eriador. The pass actually lies between the peaks of Redhorn and Cloudyhead on the north side and Silvertine on the south. On its eastern side, it drops into the Dimrill Dale (S. "Nanduhinon"), and travelers may then pass along the western edge of the Elven kingdom of Lórien and into Gondor. The Dwarven city of Khazâd-dum lies beneath Silvertine, with entrances on either side of the mountains; Dwarven travelers may be able to take this subterranean route and save time and effort (see MORIA, below).

A secondary route, the Cloud Pass (S. "Cirith Faniun"), on the eastern side of the main ridge of the Hithaeglir, winds between redhorn and Cloudyhead, allowing a traveler to avoid the Dimrill Dale. It then merges with a path along the northern fringe of Lórien in order to enter the northen part of the vale of Anduin.

Melkor, the fallen Vala, called upon many Maiar to aid him in the raising of the Hithaeglir. Unknown and unknowable to most mortals, one of them is entombed within the substance of Caradhras. In essence, the mountain is a sentient being; it is virtually always asleep and effectively blind and deaf by mannish standards, but is capable of affecting the substance of its own mass and the air around it using what mortals would consider to be magical means. The spirit of Caradhras has little interest in the events of the world, and typically undertakes to think and act only when prodded by powerful sorcery. The only grudge it carries is against the Dwarves who are digging at its roots to obtain the rate metal mithril. The Khazâd are careful not to speak ill of the mountain while they are working under it or traveling over it. They keep their mining tunnels within Caradhras small and clean of debris. It is considered the best policy among the Dwarves to do nothing to gain the mountain's attention.

GM Note: *The mountain spirit is effectively 150th level. He must make Perception checks (at +0} to become aware of any matter or thought that might concern him, and then there is only a 10% chance that he will actually take action. Other then this groping awareness Caradhras can only be communicated with through spells designed to summon and/or control supernatural creatures. He has 600 power points and can act on his sluggish thoughts using any spell from any list that involves his natural elements, including the water in his streams and the air constantly blowing into clouds over his peak.*

Sauron, Galadriel, and Durin's Bane all know what Caradhras is, and have attempted to manipulate the mountain with their magic. Caradhras does not like to be bothered, and he is not so much evil as simply very old and very bitter. He almost never uses his power in a direct attempt to kill a troublemaker, and causes himself pain with landslides and cave-ins only in the most drastic of situations.

The Gap of Calenardhon. This was known in the Second Age as the Calenhyarden, (S. "Green Southern Passage"). It will be known after the 26th century of the Third Age as the Gap of Rohan. A purely lowland passage, it can be used freely as long as the Dunlendings of Dunfearan are not involved in either an internal or external war. In T.A. 1643, Gondorian patrols from Angrenost, the fortress at the southern end of the mountains centered around the tower of Orthanc, protect the gap and patrol into Dunfearan as far as the watershed line between the valleys of the Dunstrem and the River Angren (Isen), within five days ride of Tharbad.

The Giant Trace. Aside from the standard paths in the mountains, all of them difficult and most dangerous, there is one known only to a select group. This is the Giant Trace, a trail that winds along the entire western side of the Misty Mountains for more than a thousand miles at or just below the tree line. It runs south from the Ettenmoors in Rhudaur, cuts across the High Pass east of Rivendell, stands high above the entrance to Khazad-dum in the central part of the range, then sends connecting trails over to Fangorn on the eastern side of the mountains, drops down into the Gap of Calenardhon along the watershed line, eventually turning westward into Enedhwaith while branching off a side trail that crosses the Isen and Adorn rivers and goes into the White Mountains.

Those who stumble across the Giant Trace typically believe it to be a migration path for the mountain sheep, which it is, and some believe it to be a Troll path, which is also true. Its original builders, however, ate the Stone Giants of the Misty and White Mountains. For long ages, they've used it to travel between their scattered families and communities in the different mountain ranges, far above the elevations where the smaller folk of the world walk. The Stone and Hill Trolls also follow the Trace, although they stay clear of the Giants; a mutual truce has served both races for untold years.

The Giant Trace lies on the edge of Eriador, but it serves three groups who need to pass in and out of the country with a minimum of fuss. The first is the Ents, who still occasionally visit the forests of the North and who are too conspicuous to walk comfortably across the lowlands. The second is the Elves, who use the Trace when Men are turned against them in Eriador, especially in Rhudaur and Dunland, or when the land is so flooded with Orcs that they cannot use their usual trick of traveling by night to avoid encounters. The third group is the Rangers of the North, who periodically deal with invasions, wars, and racial vendettas without the benefits of Elvish stealth or an Entish stride. The Trace is slow and difficult for Men, and not easy for Elves. It was made by large, fairly clumsy creatures, but a smaller hiker with good trail sense and endurance enough to handle the altitude can still make respectable time on it.

MIDGEWATER MARSHES

Just east of Bree-land, a basin in the Eriadoran upland collects much of the rainwater drainage from the southern part of the Weather Hills. It has no river outlet, and its waters drain underground westward to the Baranduin, The higher western side of the basin harbors the Chetwood, a steady source of wood and game for the folk of Bree, Nestled between the forest and the Weather Hills on the eastern side of the basin lies an oozing, boot-sucking swampland, the foggy Midgewater Marshes. Deer, wild cattle, and sheep dwell amidst the usual array of creatures at home in the slimy muck and fetid waters of a marsh. Snakes, turtles, frogs, fish, muskrats, raccoons, and the like flourish in the fens, as does a maddening army of incessant nocturnal squeakers, the insects called neekerbreekers.

Their harsh, crazed, cricket-like cry—"neek-breek, breek-neek"—makes sleep difficult for those not accustomed to the sheer intensity of life in the swamps. Hungry biting flies, pesky midges, and ferocious, large winged insects called dumbledoors are also frequent in the midgewarer, carrying illnesses to which only the Bree-iandermarshmen have any immunity. Gallows-weed drapes the trees like aged moss; rumors also tell of bloodthirsty phantoms called mewlips and cat-size hummerhorns—savage flying insects of lore who can reduce a man to a bloodless corpse in one brief night. The marshes are, understandably, not often visited by outsiders, but do serve as an eastern defence for Bree-land.

MORIA

Moria is one of the common names for Khazad-dûm, called in polite Westron the Dwarrowdelf, along with "Durin's *City"* and "the Dwarven City." The latter name reflects Moria's real importance in the North country. It is the largest city in Eriador in population, next to Tharbad its largest market for food and other goods grown from the soil, and also its largest source of metal, ores, and high quality metal products. "Moria" is actually a Sindarin word meaning "Black Pit." The name reflects an ancient quarrel between Durin's Folk and the Sinda Elves; wise men avoid the dispute by not using the name around Dwarves.

The Dwarves do not wield the influence that was theirs in the past. They intervene militarily in the affairs of Men only when the Dwarven communities of Eriador are directly endangered. The closed, but harmless, Elven kingdom of Lórien guards the eastern approaches to their city; the abandoned and haunted fells of Hollin protect them from the west.

Three roads carry a steady stream of Dwarven merchants into Eriador, The Menatar Siril, which passes through the ruins of Ost-in-Edhil on its way to Dunland and Tharbad, is the busiest; the Men Ered, which runs

north through the fells to the Fords of Bruinen, is an ancient mining trail that now serves to carry a select amount of trade with Rhudaur and Angmar, No weapons are exchanged, nor any metals to make them. The third route, the Men Hollin, runs along the ridge of the same name all the way to Fennas Drúnin in En Egladil.

The Gate-towns

Moria is normally dosed to Men. To ease the conduct of trade, the Kings of Khazad-dûm founded three hamlets, populated by Men, but ruled by Dwarves. Hawrim-Taigh (W. "Hawick"; S. "Tussarlonn") lies at the foot of the mountains near the East Gate of the city, and Geann a-Sruth (W. "Gatebridge"; S. "Aniant") and Glin a-Faich (W. "Kesfeld"; S. "Parth Tharmen") stand near the West Gate. All three are constructed entirely of wood, as a defensive precaution and a reminder to the populace of their vulnerability. Although the hamlets bustle with rowdy teamsters and cynical mercenaries year round, life in the Gate-towns follows suprisingly peaceful and lawful rhythms. Herds of cattle, sheep, and ponies abound, providing meat, hides, and transport for the Dwarves and extra draft animals for the caravans making the long haul over the Redhorn Pass. Wains loaded with logs arrive regularly from the slopes to the north and west, supplying lumber and firewood. Carefully terraced fields defy the general stoney barren-ness of Eregion and produce crops of grain and vegetables to supplement the basic Dwarvish diet of white-eyed fish and mushrooms.

Virtually none of the Eriadorans and Dunlendings working in the Gate-towns have ever entered Khazad-dûm itself. Instead, clans of Dwarven porters haul goods in and out of the city. Entry by a Man is by permission, granted only with good reason. The visitor is limited to certain areas where he may be trusted not to steal Dwarven secrets or violate Dwarven privacy; exploration elsewhere requires the compnay of a guard.

In Later Years

The destruction of the ancient Dwarven state by Durin's Bane in T.A. 1980-81 is as shocking a blow to Eriador as the fall of Arthedain some six years earlier. A flood of Dwarven refugees wanders the country for a few years loaded with portable treasure, then there is nothing; trade collapses, the Gate-towns burn and crumble, and half the economy of southern Eriador vanishes forever. The recurring nightmare of nearby leaders, for centuries to come, is that Durin's Bane, believed—but, not actually known—to be a Balrog, might emerge with its army of Orcs and Trolls to attack Lórien or invade the lands of lost Arnor. Expeditions of investigation prove little; it is soon realized that Durin's Bane is trapped in its lair—either by the spells it laid to hide itself in the First Age; or by enchantments of Dwarvish origin, created keep such horrors from entering the city; or due to its lack of a fana, or physical body, that might withstand the light of the sun. In the end, the threat of Durin's Bane never passes beyond the Gates of Moria; its evil minions attempt raids to the surface lands, but are slain and cowed by the Elves of Lórien and Dúnadan Rangers hunting southward from Rivendell. The redhorn Pass remains in use through most of the Age.

NAN TURNATH

(S. "King's Land"; lit. "Vale of All-power")

This is the traditional name for the region including the valley of the Baranduin north of the Old Forest and lands east of the river as far as the Weather Hills. It is rolling, rocky, occasionally fertile country comprised of a sagging portion of the Eriadorian upland buried in sediment of varying qualities. The Nan Turnath slopes westward, occasionally breaking into bluffs and scarps, all the way to the Baranduin. It suffers from problems with underground drainage, like the rest of the upland, and is basically a modified version of the chalk prairies of eastern Eriador. It is fertile in pockets, mainly around streams and springs that release the rainwater drained underground from the Weather Hills and the North Downs.

The North Road, running from Fornost to Bree, takes a straight path across the Nan Turnath, passing over numerous ancient gullies and streams on massive culverts that need little maintenance even after centuries of use. The valley of the Baranduin was, in the days of old Arnor, settled by knights enfiefed directly to the Kings, thus giving the country its name. The Second Northern War in T.A. 1408-1409 saw the Angmarean army capture the tower on Amon Sûl and then raze the Nan Turnath on its way northwest towards Annúminas. The land has never recovered from this scourging.

NENUIAL

The beauty of Nenuial has awed travelers for thousands of years. Ents and wandering Elves first paused on its shores at the dawn of time. Laiquendi scouts from Ossiriand camped by its waters early in the First Age. Then, as now, the less rugged eastern shore of the lake was favored for settlement by hunters, small farmers, and fishermen; their view of the new-born sun setting over the blue waters and rugged hills of the western shore gave the lake its name: Nen-Uial, or "Lake Twilight." The Edain who arrived in the area a century or so later translated the Elvish term, and, with time, it became "Lake Evendim," the Westron name.

Nenuial is situated on the edge of a great break in the Arthadan hill country. Emeth Gelin, to the east of the break, boasts rolling chalk hills, covered with sinblas grass and supporting trees only along watercourses. Westward, the Emyn Uial rises hundreds of feet above an esscarpment, its limestone caps anchored by granite. The granite underpinnings are particularly evident along the shores of Nenuial and the west bank of lake's tributary, the River Fornthor. The Fornthor tuns along the Felemgíl (S. "Crests of the Stars"; W. Star-crest) all the way from the Rammas Formen southward to the lake, providing most of its water. Nenuial itself is sixty miles long below the

face of the great scarp, and twenty miles wide from that vaulting shoreline to the relatively shallow King's Bay, on the east. Here the Baranduin leaves Nenuial through a passage of reeds and cat-tails under the walls *of* ruined Annúminas. Near the western shore, the lake plunges to depths of almost a thousand feet Most of its eastern bays are much shallower; their vast reed-beds hold the larger share of the lake's life.

Abundant trout, pike, salmon, and roughfish provide a steady living for the fishermen of dozens of small villages along the lake shore. Gulls and waterfowl flock here in large numbers. During the spring and autumn migrations, Nenuial serves as a collection point for the birds who summer on the Forodwaith, and during these *few* weeks of the year ducks, geese, plovers, and cranes swarm the lake in flocks large and dense enough to shade the sun. Only a lack of practical harbors has kept the lake-villages small. Bareketta, the seat of House Eketta on the northeastern arm of the lake, and Annúminas before its ruin m T.A. 1409 both maintained large artificial breakwaters, but these suffered constant siege from autumnal gales. Lake shipping was and is invariably done in smaller vessels.

A well-manned lake boat can sail from one end of Nenuial to the other in the course of a day. However, if the day is ill chosen, thunderstorms flying down off the Emyn Uial whip up waves as high as a tall man in a few minutes, overthrowing the most seasoned lake-sailor and taking all to the bottom. This peril is greatest in the fall and winter. In the coldest seasons, ice forms in the northern end of the lake, but a greater risk is posed by snowsqualls, which can blind sailors and founder ships under a sheath of frozen spray.

Haunts

In spite of its long history of peaceful settlement, Lake Evendim has no less than four notable "haunts." All of them might be attractive to the curious and adventure-some.

The Mist-borne Fleet is a phantom trio of lake-boats carrying as passengers a dozen Dúnadan knights in full battle array. They are the Essence-image (a semi-solid illusion) of a party of warriors who once attempted to sail down the Fornthor and across Nenuial to join High King Elendil at Annúminas in preparation for the War of the Last Alliance. They were warned by wiser folk that Were-winds, magically summoned by the Dark Lord to plague his gathering enemies, were expected and could do them less harm if they went south by road. Foolishly taunting the powers of the world, they set off anyway and were set upon by a sorcery-spawned waterspout in mid-lake. All were lost, their last screams of rage and defiance heard through an unnatural, howling mist by watchmen on the shore.

The phantom, a gaunt and tattered image of the fleet on its last voyage, is seen only on misty nights when there is just enough moonlight to illuminate the fog. The fleet, its noises of hull and rigging strangely dampened, thus appears mainly to people dangerously late to port. The figures in the prows of the three vessels—their piercing white eyes staring out of gaunt faces—keen and lament and call the names of those observing, giving dire tidings and predicting perils that may soon afflict the lake. Legend is unclear as to whether the apparition causes or just predicts trouble, but it has been instrumental in causing several drunks and smugglers to convert to a more rightous life style.

GM Note: *The Mist-fleet may be encountered randomly, incidentally* to *another adventure, or it might be sought for information; its prophesies are cryptic, but often quite accurate. It is attracted to evil deeds and intense personal quarrels. The fleet materializes no more then once per night, somewhere near the eastern shore of Nenuial, in the interval (6-10 minutes) as fog is gathering or clearing under a bright moon. The boats coalesce from the fog or moonlight, pass within 30' of the person or persons who attracted it at a brisk sailing speed regardless of the wind conditions, and then disappear in the same fashion.*

Anyone failing an RR versus 5th level Fear after seeing the Mist-fleet ages 2-20 years and panics or cowers in a mild fashion, but does not forget what he has heard. Anyone boarding or fighting the Mist-fleet finds it more or less solid until it disappears. All the phantoms on board repell boarders with an MM of 0 and combat stats of 50. The ships and their rigging have similar stats, but take Large Creature crits. The Mist-fleet is vulnerable to spells that affect Undead and magic, but it cannot be permanently destroyed until someone dredges up the remains of the ships. Their location may be laboriously discerned through study of ancient accounts of the tragedy. The dredger may find a number of useful Dúnadan weapons.

The Twilight Dragon is a monster occasionally spotted in deeper parts of the lake, typically in the evening, with just a part of its head or back breaking slightly from the water's surface. What it might be is unclear to the Arthedain, because the creature certainly doesn't act like anyone's notion of a Dragon. Its existance is doubted by some, since it seems impossible that such a large beast could swim in a lake in the heart of Arnor for so long undetected. Even occasional incidents along the shore, some including gigantic footprints, are generally attrib-uted to freak storm winds and drunken delusions.

Curiously enough, the Twilight Dragon is just that; a female Cold-drake. She was given the name Karikmorathur when she was spawned, somewhere in the pits of Thangorodrim in the deeps of time. Altered to breath water as well as air, she received the important task of laying and guarding a clutch of special eggs, twelve in number, in a cavern some two hundred feet below the water line on the western side of Nenuial. Karikmorathur is single-minded and subtle as Dragons go. She has little interest in treasure, and for the last several thousand years has made avoiding attention her primary concern. She catches fish, usually by night, and collects information

about the outside world through subtle means, usually magical ones. She devours Men rarely, generally under circumstances in which other causes might be blamed for the deaths. Certain Rites of Power can summon her to the lake shore; cultists who try this and lesser mages who duplicate the Rites by accident may find themselves aided or eaten, depending on Karikmorathur's mood.

One who visited Nenuial early in the 13th century of the Third Age got a respectful audience from her, and a muddled and disbelieved account of the meeting has drifted back and forth across Eriador repeatedly ever after. A summation of the tales might be compiled; such an effort would result in the following story.

"A tall, black-cloaked Lord, it was said, accompanied by a few grim knights, rode down to the shores of Nenuial one grey morning and spent the day casting a mighty spell. That night, he walked to a high rock overlooking the lake and sounded a mournful call on a great horn, one such as might be used to warn off passing ships in a fog. A powerful answering call was returned to him from Nenuial, and a great, black-scaled head rose amidst the waves offshore. The Lord spoke to the beast, telling her of a new realm he had founded to the east, one that would be friendly to Karikmorathur. He was riding through the Dúnadan lands he planned to conquer and could not tarry; the Arthedain were beginning to show interest in his travels, and he had no desire to justify himself to them. But he spoke to Karikmorathur of hope; the eggs she guarded would one day produce Dragons, powerful offspring of many kinds and powers, and she would rule over this country. He promised to tell her when the Dúnadan were weak enough, for then he would send her the magical key to the hatching of her brood. lt was said that Karikmorathur bowed her great Dragon's head to the dark stranger, and after he left she returned to the depths renewed in purpose."

The weed-kraken is a a nightmare on a smaller, more personal scale. A slimy, many-armed monster, afraid of the sun, roused from the lake bottom only by fierce storms at low water, it strikes without warning and carries off innocent fisherman who venture out in darkness. It can be hurt, and even killed, but ever it is born again. So says the legend among the south shore villages.

The true key to this perennial problem is an artifact called the Urn of Anskemidese. Donated as a diplomatic gift to the Royal Library at Annúminas by a Gondorian legate, it was dumped in Nenuial by King Arveleg's chief librarian in T.A. 1409, upon the approach of the Witch-king's armies. Half-buried amidst debris on the lake bottom, the Urn has the bane of warping, in some fashion, whatever is placed within it. Periodically (every 2-20 years) turbulence traps some small creature inside the Urn long enough for its evil magic to take effect, and another monster is born.

The creature can be of almost any size or description: a motile lake weed with a score of bloodsucking fronds, a pike with a dozen hydra-like heeds, a multi-clawed cray-fish the size of an oxcart; all have occurred and will occur again; the pattern alone is consistant. Since the Urn taps the power of Morgoth, the Enemy of Life, the creatures created instinctively hate the natural life of Endor and are repelled by bright light. Those monsters that are too small to stalk human prey are eventually netted or fished out of Nenuial by Arthadan boatmen who spike them to the sides of buildings as curiosities; the abominations that crave mannish flesh enough to brave the surface air at night or on gloomy days create mystery and horror until some brave or lucky soul puts a spear through them.

Ending the plague of weed-kraken is a matter of identifying the Urn as the source of the problem, locating it, and destroying it in an Elvish or Dwarvish iron smelter; fire alone won't do the job. The available clues lie in half-destroyed records and half-forgotten memories scattered across Arthedain; a shrewd researcher may be able to differentiate between reports of the weed-kraken and those of the Twilight Dragon.

Linuilë is the most profound of the haunts. She is said to be the spirit of a young woman, drowned in the lake ages ago, who can be seen from time to time sitting by the water, swimming in it, or walking upon it, a lonely and distracted expression upon her face. Accounts and stories of Linuilë vary from village to village along the shore; in general, though, she is notable for her beauty, her unusually light and scanty clothing, the coolness of her touch, and her somber, quiet manner.

The name, at least, of this haunt has been preserved correctly in legend. She is a living being, ancient and powerful; Linuilë is the Maia of Nenuial, and has dwelt in the lake since before the dawn of time. She is described in Section 10.1.3.

Linuilë's home is in a shoal off the Point of Tolhíril, on the eastern shore of the lake. Fishermen avoid the shoal because lines and nets tend to get damaged in it rather easily. The rock itself comes within 20' feet of the surface; the two entrances to the Maia's cave are 30' farther down. The cave, kept magically free of water, is appointed in an Elvish style, but decorated with a bizarre and somewhat whimsical collection of non-perishable Arthedan and Elvish artifacts and curios. Linuilë considers anything that fails into the lake or near it her property—should she take an interest in it. Objects lost centuries ago have returned as wedding presents at the lakeside festivals Linuilë visits incognito when in a gregarious mood.

Linuilë has little interest, save for these occasional whims, in the affairs of the Arthedain. She is aware of the other "haunts" in the lake and remains indifferent to them. She kills the weed-krakens when she encounters them; she has three times fought and injured Karikmorathur. The Dragon now avoids her, and Linuilë has almost forgotten the she-drake still dwells in Nenuial.

NORTH DOWNS

East of the Twilight Hills, the North Downs (S. "Tyrn Formen") send forth their solid chins. Here rocky ridges often march miles-long across northeastern Arthedain in a series of gigantic natural altars. Like steps descending from the east, they guard the central kingdom, and provide a natural crest upon which is built the fortified city of Fornost Erain, Arthedain's present capital.

Like the Far Downs and White Downs of southwestern Arthedain, the hills of the Tyrn Formen have steep faces and long sloping backs. The downs formed as the layers of sedimentary rock sloping away from the mountains eroded unevenly—due to varying densities—in the damp, windy climate. From the west, they appear as rows of walls, while from the east they create the illusion of gentle, undulating moors.

The Tyrn Formen are bounded on the east by the main platform of the Eriadoran upland, the relatively flat chalk prairie called the Oiolad. On the west, their steeper faces (commonly called scarps, crags, stands, or glowers) drop into the grassy rolling country of the Emeth Gelin. Rainwater that falls on the downs percolates into springs and streams that flow down to the Felemgîl, the precipice forming the west bank of the River Fornthor and Lake Evendim, the source of the mighty Baranduin. At the southern end of the downs, just beyond the great vaulted crest of Norland's Glower, where Fornost Erain stands, the ridges plunge downward to bury themselves in rocky, white gravel. The gravel possesses enough seepage into the limestone below to keep this region, the Nan Turnath, from being more fertile than the downs themselves. At their northeast end, the downs merge with a higher, if less precipitous, range of hills, the Rammas Formen. It is here, where the Wall of the North and the downs come closest to meeting the outstretched arms of the Misty Mountains, that Arthedain has been in longest conflict with Angmar. Kingscrag, the greatest of Arthadan fortresses, save for Fornost itself, stands on a great spine of white rock pointing eastward over the barrens of En Udanoriath and the scattered relics of a hundred battles.

The downs have some advantages not apparent in a simple description. The upturned rock layers that produce the crags and glowers and channel travel through the region also trap subterranean water and produce sprngfed pools, fens, and lush pastures in favored strips along the bottoms of sheltered valleys. At the north end of the downs—where the foothills of the ancient Iron Mountains were shattered in the War of Wrath to become the Rammas Formen—excess rock and soil washed into vales in such quantities that true forests have thrived here throughout the Second and Third Ages.

Eriadoran trappers arid herders first came to Tyrn Formen in the Second Age, to be followed by tin and lead miners. The Dúnadan Faithful found that the clear air of the crags was suitable for their observatories and that the manicured lines of the narrow valleys appealled to their sense of organization in farming and gardening. The North Downs remained a center of Dúnadan religious activity for as long as the North Kingdom endured.

In the Third Age, the downs have long suffered from the prescence of Angmar on their border. In the early days of the conflict, Eldanar Keep, within a day's march of the Misty Mountains, was the center of Arthadan military efforts; it fell to the Witch-king's forces in T.A. 1325. This opened the entire frontier to raids by Orcs and Easterling cavlary, and the peaceful way of life of the "Downsmen" changed rapidly and violently. A new line of fortifications, anchored by a great keep at Dol Gormain on the Rammas Formen, was built. Unfortunately, the line of defense was overly exposed. Kingscrag, at the eastern end of the downs, along with outlying towers and the Rammas Aran, a series of defensive dikes, was built to support it. Dol Gormain fell to the Angmarin in T.A. 1408; Kingscrag has been the center of Arthedain's defence ever since. The fortress is too close to the settled lands of Arthedain to keep all the raiders out of the Downs; every farmhouse and village in eastern Arthedain eventually became a small fortress in its own right, and the endless drills of the militia became a more important part of the Downsmens' festivals then dance and trade. The bonfires of the Orcs of Angmar can be seen nightly from the eastern ridges. Twilight, eternally beautiful as the changing light casts color upon the white crags of the downs, is now a warning; the darkness comes soon, and with it evil and fear.

NUMERIADOR

(S. *"The Empty Western Land"*)

The cataclysm that broke Beleriand and split the Ered Luin at the end of the First Age also ruined many lands east of the mountains. The River Lhûn, which once flowed into Nenuial, saw its sources in the Iron Mountains crumble and fall. The lower end of the river valley sagged a thousand feet towards the new arm of the sea soon named the Gulf of Lhûn. A Dwarvish song recounts that the valley of the Lhûn was impassable afterward, and tells of two families of Durin's Folk who labored for decades to build a road across the treacherous maze of rocks and mud to reach the survivors of their kindred tribes.

The earth's paroxysm created classic fells, the same jagged, rock-strewn barrens found along the eastern side of Eriador at the foot of the Misty Mountains. The land's name, Numeriador, indicates the terrain's resilience to settlers and cultivation. After centuries of erosion and natural regrowth, the country achieved a spectacular sort of ragged beauty that attracted such folk as wished for a small living and few neighbors. Silvan Elves dwelt among the fells most of the Second Age. They drifted away to avoid the Eriedain Northmen, who arrived to trap, hunt, and escape the civilizing influences of the Númenórean colonists to the south.

Points of Interest

Caras Celairnen. The largest town in Numeriador, this river port has ferries and barges that can be poled upriver to Headstone Island (see below). Caras Celairnen is described separately under its own entry in this section.

The Gondpinnath (S. "Stone-Slopes"), The eastern side of the vale of Lhûn has not technically been a part of Numeriador since the Arnorians set their boundary along the river itself in the 1st century of the Third Age. Like the Talath Muil, its extension to the north, Gondpinnath is a vast expanse of rubble, scrub, and heaped ridges of stone blocks cut into spectacular ravines by the many rivers flowing out of the Emyn Uial. The Arthedain have never been able to tame the Stone-slopes.

Headstone Island (S. "Tol Firngond"). In spite of its macabre name, this rather attractive rocky isle in the middle of the River Lhûn serves to anchor rope-driven ferries that carry most of the caravan traffic going to the Nan-i-Naugrim. The Rivermen who run the ferries are civil, as Rivermen go.

Nan-i-Naugrim (S. "Vale of the Dwarves). A set of Dwarven holds, inhabited by Dwálin's and Thrár's Tribes, dug into the Ered Luin amongst the ruins of the First Age. Thrár III, the Kind, is the King of the Vale. He is a friend to Arthedain who rules benignly from Merlost, built above the ruins of ancient Belegost. Nibbingrod is the largest hold in the Nan-i-Naugrim and produces fine weapons sold all over Eriador.

The Rivermen Settlements. The "Rivermen of the Brandywine" are actually the masters of two great rivers. The Lhûn is treacherous and littered with shoals and rapids. The Rivermen are the only Eriadorans to move easily along it, using canoes where barges and flatboats could not hope to pass. Throughout the Third Age, they maintain a simple network of trade routes from Mulkan, a Lossoth village with access to the Bay of Forochel, across the divide of the Talath Muil and down the Lhûn to Caras Celairnen; then eastward across the Gondpinnath to Nenuial and down the Brandy wine to the sea. Furs, amber, metalware made in the Nan-i-Naugrim and foodstuffs of the Shire are their usual cargo. In spite of their rough ways, the peoples of late-Third Age Eriador cannot do without the Rivermen.

OIOLAD

(S. "Endless Plain")

The Oiolad encompasses both En Eredoriath, the "Lone-lands" on Rhudaur's frontier, and En Udanoriath, the "No Man's Land" on Angmar's frontier.

Once fertile and well-settled by Arnorian knights, En Udanoriath became a desolate grassland dotted with mined towers and fields lying fallow. In the years of the successor states, Arthedain possesses too few Men to hold the region, yet Angmar lacks the strength to conquer it. Packs of wolves and brigands make En Udanoriath their home; such inhabitants remain little troubled by the Orc raids and Arthadan sorties that pass back and forth across the plains.

En Eredoriath, or the "Lone-Lands" stretches a hundred miles north, east, and south of Weathertop. Its southeastern portion is flat and featureless enough that crossing the plain can be as dangerous as traveling the deserts of Harad. The soil here is thin and rocky, the grasses short and tough; the land is drier because much of the rain drains away underground through cracks and passages in the limestone bedrock. The rivers and streams that do exist cut ravines and narrow valleys, with stands of small poplars and willows growing near the water. The Menatar Romen, the Great East Road, crosses En Eredoriath between Weathertop and the Last Bridge over the Mitheithel. The old Arnorian engineers provided culverts over the ravines and cisterns every five miles where there were no streams. The Hagavorl, the Cardolani border hedge, has a defensive road running southeast from Weathertop that also has cisterns. These two routes provide the best means of crossing the lower Eredoriath.

OLD FOREST

(S. "Taur Iaur")

While this tainted, malevolent woodland is not truely representative of the forests of the Elder Days, the intense sense of "awareness" and magical prescence the traveler feels there mirrors the nature of ancient tree-communities. In the mid-Second Age, Númenórean sorcerers contrived to force the Huorns, the sentient trees of the Eriadoran forests, into a few selected pockets, to eliminate the continuing danger they presented both to local farmers and herdsmen and to the imperial ambitions of the Númenórean colonists. The Taur Iaur—well to the north of most settlements of Men in Cardolan, and because of that already a haven for Faerie beings fleeing civilization—was one of the two repositories of this campaign. Its success, after decades of effort, left the Old Forest a fell place, filled with pockets of bitterness and hatred for all mortal flesh.

Wherever Men or Hobbits settle too near the forest, its trees sense the incursion and concentrate their hostility in nearby groves. This phenomenon is marked at Buckland, on the eastern border of the Shire. Where the trees are less alert, Men may, if careful and minimally intrusive, enter the forest fringes to hunt, collect firewood, and gather nuts and fruit in the their seasons. Faerie creatures are always present, however, and the Taur Iaur can never be said to be truely safe.

Tom Bombadil

A powerful Maia, indeed, the oldest speaking being still dwelling in Middle-earth, Tom dwells with his wife Goldberry in a small house on the border between the Taur Iaur and the Barrow-downs. His nature appears childish to most mortals, and he loses interest in even life

and death matters rather quickly, Tom has a chance (20%) of noticing an overtly evil deed occuring in the forest, but avoids taking drastic action against the offender. If he catches an Orc, for instance, before the creature does any harm, Tom is likely to frighten the intruder off, blessing it with an enchantment that leaves its skin smelling permanently of roses. If an Orc commits murders or returns after its first visit to the forest, Bombadil acts more decisively; the creature could easily find its spirit trapped in a mouse being pursued by a weasel, while its body is slowly transformed into a tree stump.

Old Man Willow

The Huorns of the Old Forest are varied in their powers. Some are little more than trees that shift their roots overnight and stir nightmares in those who sleep at their feet. Others wade through the soil, a few inches at a time, casting spells of Sleep and Confusion to delay travelers while the trees shift position to cover existing paths and cause the wayfarers to lose their way, A few trees have as much movement as Ents and may batter or strangle passers-by.

Old Man Willow is one of the most powerful of the Old Forest Huorns. He casts "singing" spells by waving his branches (resulting in Sleep, Fear, or Confusion—at a Lvl 15 attack). He has the ability to open his bark to engulf victims and crush them. He can shift his roots and branches to knock down or pick up those who succumb to his spells. If attacked directly, he can summon up the energy for a fully mobile defense; he finds this painful, and does it only when desperate.

From his dwelling place along the banks of the Withywindle, Old Man Willow's influence has spread over much of the central Old Forest. Paths all through the area lead directly to him, and Huorns herd travelers in his direction; even if they cannot harm mortals themselves, the trees use Old Man Willow to obtain revenge.

PERILUSSI

For most of the early Third Age, the haven of Perilussi (a keep and a few surrounding manors) in southern Siragalë was an independent community of Silvan Elves and Arthadan religious refugees. They pledged fealty to a Half-elven mage known as Iralussiel the Quiet. Iralussiel died mysteriously several hundred years ago, and the haven is now almost alarmingly peaceful. Few Men or Elves visit the place.

Unbeknownst to the Arthedain or Siranna Elves of Perilussi, Iralussiel—while dying of a magically-inflicted wound—imbeded her soul in the foundation stones of her tower, known locally as the Silent Castle. She powers her existence by draining a drop of the lifeforce from each inhabitant of the haven. In return, she soothes their pains and calms their spirits. This is her way of keeping faith with the community she founded. Unfortunately, a continuing lack of passion and pain is addictive and dulls the mind. Intellectuals who come to Perilussi to study seldom produce any useful body of thought; the haven's artisans create only the blandest of works; its young people marry late and have few children. Some who come to Perilussi for a short visit stay forever; others who depart intending to return grow suddenly afraid of ever traveling home. Seldom, in either case, do they know exactly why.

GM Note; *Anyone who lives within 5 miles of Barad Perilussi, the Silent Castle, for more than a month, loses one Co point more or less permanently; years of absence may restore it. Usually the victim does not notice the missing stamina, and he must make an RR versus a 1st level Essence attack to become agitated about anything. He feels an unusual loneliness for the valley, if he leaves it. Perilussi is a good place to bring a friend troubled with a curst or madness, but the sufferer may have to be kidnapped to free him from the haven's embrace.*

If someone feels the moral need to send Iralussiel to the Halls of Mandos, destroying the tower is the best way to do so. As an alternative, a magical herb or device that permits the wearer to enter his or someone else's dreams might confer an him the chance to confront the ghostly mage directly. The dream realm resembles an abstracted version of the real worlds but one aspect of it changes randomly each round, at the GMs whim; the season may change, the squirrels may start singing, a character's comrades may turn into members of his family, etc. Ilaesa's ghost can make changes each round along with her other actions. Those challenging her may also challenge her changes or even make some of their own, each attempt is treated as a base spell attack with no preparation or spelt penalty. Any change by either side that would do direct harm (summoning flame or quicksand, for instance) can be challenged or changed again automatically, without a dice roll.

In Later Years

Perilussi, lost in a forgotten corner of Eriador, eventually becomes a simple mannish settlement ruled by a Thegn elected by the local farmers. The Rangers of the North send crippled warriors there when the wounded can get no other relief from their affliction. The top of the tower of the Silent Castle is barely visible from the highest points of the South Downs of the Shire. It is said to loom more largely for those with troubled hearts or chronic pain. Periodically, a Hobbit afflicted in head or heart simply disappears into the forests—to return, if at all, years later, cured, but confused, and telling stories of fairy castles and dreams of a beautiful Elvish lady.

PINNATH CEREN

The Freeholders of the Pinnath Ceren are the most important of the old Eriedain or "Northman" groups in Cardolan throughout the late Second Age and into the Third. (See Section 6.2.) As the source of "Cardolan Brass," the area was the center of Eriadoran resistance to Númenor in the time of the Forest Wars. The Freeholders became subjects of the Princes of Dol Tinarë after S.A. 2600 without losing the traditional political rights of their villages and clans. As Cardolan decayed in the mid-Third Age, the Freeholders emerged essentially independent, and their hills became an excellent place for refugees fleeing tyranny (or justice) in the princely realms to the south.

In Later Years

The population of the Pinnath Ceren drops as Cardolan becomes more and more desolate and Orcs more and more common. After the fall of Arthedain, its isolation is almost complete, and most of the mines close down. Beginning in the 22nd century, goblins of the Underdeeps enter the mines and are reinforced by Orcs from the Misty Mountains. Heroic efforts by the Ceren-folk, aided by Hobbits from Southfarthing and the Rangers, prevent a strong Orc-realm from taking root; thereafter, the mannish settlements are confined to the northern part of the hills.

These villages, known collectively as the Red Hundred, persist through the centuries, trading their metals and wares with the Hobbits and Rivermen and occasionally with the Dwarves and folk of the Gwathló. The Masters of Buckland, after its founding in T.A. 2340, become their fast friends, and together they face down an invasion of Saruman's "ruffians" in T.A. 3018. After the refounding of Arnor, the folk of the Red Hundred spread eastward and southward to reclaim their ancient heritage and become faithful subjects of the Telcontari.

RAST VORN

(S. "Black Cape")

The promontory just south of the mouth of the Baranduin was simply part of the Ered Luin foothills in the Elder Days. When Beleriand sank into the sea, the Rast Vorn was left as a broken remant. Its rocky, dangerous coast is a major reason why no important port has ever been built at the mouth of the Baranduin.

The forest that covers the cape is called the ERYN VORN.

RHUDAUR

The general history and society of Rhudaur is discussed in sections of this module. The northern portion of the country is under Angmarean occupation, and is described in the entry on ANGMAR in this traveller's guide (as well as in the module *Empire of the Witch-king).* The ANGLE (S. "En Egladil"), which has been traditionally been considered part of Rhudaur, is described under its own entry.

Points of Interest

Barad Calen. An ancient ruin on the Menatar Romen halfway between the Last Bridge (Iant Methed) and the Fords of Bruinen. Once the tower of one of the five Dúnadan Tiri of Rhudaur, it is now a traditional stopping point for merchants who wish to trade with the Hillmen.

Coron Iaur. Ancient keep on the edge of the Coldfells in northeastern Rhudaur. Once the castle of one of the five Tiri, the Dúnadan feudal lords of Rhudaur, it is now an outpost of the King's power in the center of the Hillmen's country. It also guards a useful caravan route between Morva Tarth and the Misty Passes.

Dol Cultirith. The road from Cameth Brin south to the Trollshaws and the Menatar Romen has the traditional name Men Galedhol (S. "Greenhill Road"); but Rhudaurean soldiers and caravan mercenaries call it the "Bloodspear Trail" for the ambushes they endure whenever the Hillmen go on a rampage. The keep at the road junction is Dol Cultirith. It has been besieged so many times over the last few centuries that it is often referred to by its garrison as Bone Hill.

Harnalda. A tower garrisoned by the other half of the mercenary company holding Thuin Boid (see below). Among the defenders are a small company of Stoor Hobbits, all experts in scouting and archery.

Herubar Gûlar. This ruined keep was built originally by a sorcerer bent on creating twisted monsters for the Witch-king. It is currently used by Ar-Gûlar, the chief agent of Angmar in the area. He frequents various stops along the Menatar Romen in the guise of Turlin the Minstrel. Turlin is known as one of the rare musicians able to perform Hillman songs and poetry. Both the minstrel and the ruined keep are detailed in the ICE's rulebook entitled *Middle-earth Role Playing.*

Iant Methed (S. "The Last Bridge"). This bridge was built at the height of Arnorian power in T.A. 320. In the constant petty wars of Rhudaur, the location is usually considered neutral ground. The Last Inn, a business run by Rubb and Bura Grumm, stands near the bridge virtually defenseless, as it has for several generations. The inn and its inhabitants are described fully in *Middle-earth Role Playing.* Just northwest of the lant Methed and across the Mitheithel are the ruins of Dol Elerildë, the keep of an old Lord of Rhudaur. The Grumm family has outlasted that noble line.

Minas Brethil. The ruins of Minas Brethil stand in the southwestern corner of Rhudaur, on the east bank of the Mitheithel, with a view of the Hagavorl, the Cardolan border hedge just across the river. It was long the citadel of House Melossë, the last of the old Dúnadan noble families to rule in Rhudaur. They were driven off in the late 13th century and their tower destroyed, but the site is sufficiently strategic that a new one is always built here.

Morva Tarth. The name is shared by a swamp and a town in northern Rhudaur. The swamp is a maze of peat bogs and ponds used by migrating ducks. Some of the bogs are virtually bottomless, and the locals execute criminals by tying them up and pitching them into the mud. The town of Morva Tarth is the center of what economic life exists in the Ettendales; it also serves as a regional military headquarters. The chief fortification of Morva Tarth is the Buhr Calden, once the citadel of the Northmen mercenaries who fought for the Dúnadan Kings in their early wars against the Orcs and Angmarim. There is a chance (20%) that Durkarian, one of the Witch-king's five great Warlords, is within the town on an extended visit.

Nothva Rhaglaw. The town of Nothva Rhaglaw lies at the head of the Safin Rhaglaw, a steep-sided valley that—like the vale around Barad Eldanar—is one of the scattered fertile spots in the Oiolad. It is on the old trail that leads from Weathertop to Morva Tarth in Rhudaur, and is therefore an important stopover for the few merchants moving goods from Cardolan to Angmar.

In the Second Age, it was the capitol of a petty Eriadoran/Eriedain kingdom. There are two shrines here. The Tateshalla, located in a small vale in the forest called the Witbeamwyd, just northwest of the town, is dedicated to the Second Age Kings. The Gersebroc, on a hill to the northeast of town, honors a local lord who fought Trolls and a Dragon that threatened Nothva Rhaglaw some five hundred years ago. A potent geas radiates from the two shrines and delivers ai strong bane (a -40 penalty) on any evil creature approaching Nothva Rhaglaw.

The town has been occupied on occasion by Angmarean troops, but the Orcs garrisoning it sickened and fled. Mages sent by the Witch-king went away confused, as their spells failed to detect the true source of the Tateshalla's power and badly underestimated that of the Gersebroc. Since the town, for all of its pretensions to independence, has never once failed to send its tribute and taxes to Carn Dûm, no serious attempt has been made to exorcise the two shrines. The Orcs use an alternate trail around the north and west sides of the Witbeamwyd; merchants and the Witch-king's messengers have a safe stopover where the Orcs and Wargs can't bother them; and the villagers of Nothva Rhaglaw have a few more years of peace.

The only outsiders who dwell near the Safin Rhaglaw are a band of Hillmen who hunt from a seasonal camp south of the village. Accustomed to operating around places haunted by "evil" spirits, they are careful about their behavior while buying goods in Nothva Rhaglaw. Unknown to the Angmarim, these scouts, roaming an area safe from the prying eyes of Orcs and crebain, are also gathering information on the Witch-king's strength in anticipation of the Targ-Arm Broggha's decision to precipitate a general rebellion,

A dragon



Penmorva. The heart of Rhudaur's northern defenses in the early days of the kingdom, this fortress fell early to the Witch-king's forces. It is currently an Angmarean supply and cavalry base.

The Stone-Piles. Where the Coldfells blend into the Misty Mountains and the Giant Trace runs up from Dunland just below the tree line, a traveller wandering the vales and possessing a good eye sees three strange piles of stones, each on a separate mountain ridge, placed about ten miles apart. Each pile is the size of a prosperous farmhouse, stacked in an open and obviously artificial way. The stones, hewn from local granite, are typically about the height of a small man and cut to differing cross sections with buttresses jutting off at odd angles. The length, shape, and positioning of the stones are varied so as to form a complex and eerie pattern. It is so bizarre, in fact, that anyone looking at the assemblage with the intent of deciphering the pattern grows dazed and ill.

The Stone Giants of the Misty Mountains come to worship the forces of creation at the Stone-piles, as do the Trolls of the Coldfells and Trollshaws, Dwarves attempting to exterminate the Trolls of Rhudaur scattered the Stone-piles several times during the Second Age. Each time, the Giants rebuilt the strange conglomerations, and the Dwarven leaders died mysterious and unpleasant deaths. The Arnorians who came later heeded the Dwarves' warnings and never interfered with these shrines.

GM Note: *Looking intently at these shrines requires a RR vs nausea and faintness every round (10th level attack). Anyone who leads or directs the disassembly of the Stone-piles suffers a backlash from the same energy pattern that drives the Giants to rebuild them. These leaders are afflicted by a 20th level attack at the start of each work day at the site. Failure has an equal chance of causing either of the banes of "Madness" or "Withering" from the following chart. Anyone who walks among the stones and out of sight of his comrades must make an RR every round (10th level attack) or suffer one of the baneful effects chosen randomly.*

Bane Chart

01-20........................*Madness*
31-40........................*Sickness*
41-50........................*Transformation*
51-60........................*Transmission*
61-80........................*Transubstantiation*
81-100....................*Withering*

Definitions

Madness—subject must make separate RRs versus delusions, paranoia, and dementia.

Sickness—victim suffers a long-term parasitic infestation, either vermin, fungus, or mold. It has a 30th level resistance to curatives.

Transformation—the victim becomes a small animal, one of the local varieties. If this bane occurs a second time, the subject may transform back to his original form.

Transmission—the victim teleports 1-10 miles in a random direction, including up or down. Since the land here rises swiftly to the east and drops rapidly to the west, it is unlikely that he will ever be seen again alive.

Transubstantiation—the subject is transported to the edge of the Void for 1-100 days. He returns aged, a babbling idiot with a minor gift of prophesy and aural tracking.

Withering— 1-5 body organs or parts fail and wither over the course of 1-100 weeks.

The Stone-piles are, in fact, the key to the fecundity of the Trolls of the Trollshaws. They can only be destroyed during times when Sauron is inactive (i.e., not in Middle-earth). If someone had deduced the connection in the first millenium of the Third Age, much local history would be different. As it is, the piles emit periodic bursts of energy that triple or better the fertility rate of any Trolls in their immediate area. The less they are worshipped, the more frequent the energy outbursts. The Trolls of Rhudaur, therefore, are always subject to sudden unexplained surges in number, and exterminating them is next to impossible.

Thuin Boid. Located on a strategic hilltop in the middle of the Angle, the fortification overlooks the Men Egladil, the road connecting Fennas Drúnin with the Menatar Romen. The minor fortress has been taken, retaken, and rebuilt many times. In Stonearm's War, it was seized by King Ermegil of Rhudaur in T.A. 1634 and re-captured by Bemakinda of Fëotar in T.A. 1638. It is currently held by a mercenary company in the pay of Fëotar. The commander, Aldurin, a Targil from Cardolan, is cousin to the mercenary Captain Daeros of the Cruaidh Maraich. He is relatively trustworthy.

The Yfelwood. The only truely evil forest in Rhudaur, the Yfelwood was the site of an evil cult in the mid-Second Age and has never been cleansed. Only Trolls walk the wood without fear of the oppressive air, the twisted trees, and poisonous plants. The Yfelwood attracts dark spirits, Undead, and worse things.

In Later Years

The roots of the Hillman Revolt of T.A. 1645-1698 are described in the stories of its leading personalities in Section 10.3. The progress and high point of the rebellion involve the kidnapping of the betrothed of Arvegil, the young King of Arthedain. The plot fails, and the second part of the conflict, Rogrog's War, sees the Hillmen broken and their clans scattered and destroyed, the *few* survivors fleeing south into Cardolan. Thereafter, Rhudaur is ruled directly by a Warlord of Angmar; Orcs and Trolls are virtually the only remaining inhabitants of the Pinnath Tereg.

In T.A. 1975, with the destruction of the Angmarean army, the Trolls surviving in Rhudaur ravage the last of the settled countryside. A winter of abject horror follows, and only strenuous efforts by refugees from the war to the west keep the remaining Rhudaurean fortresses in mannish hands. With the succeeding spring comes the terrible "Woman's March" of refugees from Angmar—the Trolls and wild Orcs return with a vengeance to slay and carry off the virtually defenseless families of lost Angmarean soldiers. In the midst of the carnage, the chiefs leading the Trolls and Orcs suffered a wave of violent and mysterious deaths. The Bâna-Flâhês, "White Fiends," from Rivendell make spot-appearances around the refugee camps. The mercenary ruffians who hold Cameth Brin also try to enslave the refugees; they, too, die for their pains.

Into this chaos rides the Gondorian Canotar of Tharbad, with a handful of soldiers, scattering the ruffians and chasing the remaining Trolls into the hills. The refugees escape to the south and east; by the time Gondorian engineers arrive from Bree-land, Cameth Brin had fallen to the Canotar; the work of destroying its fortifications begins.

Without Cameth Brin and the other fortresses, Rhudaur cannot be defended against the Trolls. Under Grulag, the last of the Witch-king's Olag-hai, a Troll Empire is founded in the late 1990's. Thanks to the organizational skill of a mad Arthadan renegade named Cebermoth Night-shadow, the Troll Empire lasts for almost a century. It further depopulates the country as far south as Fennas Drúnin. After Cebermoth's death, Grulag grows careless, and Elladan of Imladris catches and slays him in his bed.

This set a pattern that held for the next thousand and more years. Attempts to organize the evil creatures of northeastern Eriador occur periodically, but the ambitious would-be tyrant—whether Troll, Man, Orc, or Wraith—always makes the same elementary mistake of letting the Rangers and Elves get wind of his location. The error eventually leads to his death and the demise of his empire.

RIVENDELL

"[Elrond's] house was perfect, whether you liked food, or sleep, or work, or story-telling, or singing, or just sitting and thinking best, or a pleasant mixture of them all. Evil things did not come into that valley,"

The Hobbit

History

The fells, the western foothills of the Misty Mountains, were the domain of Giants and Trolls in the Elder Days, until the Dwarves of Moria began working their way north along the range seeking mineral wealth. The trail they cut, the Men Ered (S. "Mountain Road"), eventually reached the Fords of the River Bruinen; here a track crossed the river at the last point along its course where carts could be brought easily down to the banks. The Dwarves planned to make a small fort, to protect the crossings; but they met, as they later told King Dwálin, an ancient Silvan Elf, who claimed to be the guardian of the fords. He said that the track, the Len Romen, which crossed over the Misty Mountains, was sacred to the Elves, and he swore that if the Dwarves left the fords and the neighboring valleys untouched, he would see that nothing evil ever troubled wayfarers traveling the vale. The Dwarves felt compelled to accept this offer.

Rivendell



A century or so later, the Dwarven King sat with Celebrimbor of the Noldor and made agreements that laid the boundries of the Elvish kingdom of Eregion. The old tale surfaced during the negotiations. Both monarchs agreed that the story was peculiar, particularly since the description of an "ancient Silvan Elf" was a contradiction in terms, and no one had seen or heard of the guardian since that initial meeting. The fords, certainly, had been safe since then, and a reading of the omens suggested that the "Riven Valleys" between the fords and the Misty Passes should be Elvish territory.

A few Noldo mystics dwelt in that area ever after, and it was suggested that the "Elf" of the story was a Maia, a servant of Ulmo and the spirit of the Bruinen itself.

Elrond Half-elven, the Herald of Gil-galad, had been one of the Elvish visitors to the Riven Valleys. He came eventually to Eregion, in S.A. 1695, to aid in that realm's defense against the forces of Sauron. When the Noldor were defeated, two years later, Elrond led a large group of survivors north along the Men Ered to the Fords of Bruinen; there he dramatically summoned forth all the powers of the river and the hills to protect the refugees from the army pursuing them. To the shock of the pursuers and the suprise of many of the Noldo refugees, Elrond's spells were effective, scattering Orcs and Trolls over the hills and into the rivers to drown, while the mannish and Undead leaders of the army were blinded and staggered, many wandering for days before being gathered up and questioned by their master. The Dark Lord wasted no more time on the refugees and turned his armies westward into Eriador. Elrond led his followers to build a haven above the Fords of Bruinen, calling it Imladris (S. "Deep Dale of the Cleft" or "Rivendell"). No servant of Darkness dared to approach it. After Sauron was driven out of Eriador three years later, Elrond made Imladris his permanent home, weaving spells about the valley that would literally drive the knowledge of it from the minds of passing travellers while leaving powerful evil creatures shivering in fear at the thought of its existence.

The lands east of the Bruinen changed little over the next three millenia. The Kings of Arnor maintained good relations with Master Elrond and did not push the stone-paved portion of the Menetar Romen, the road they built on the ancient trail, beyond the Fords. The Elves of Rivendell long enjoyed friendships among the King's Rangers, first those of Arnor, then those of Rhudaur. The Hillmen of Rhudaur,

however, remained isolated and suspicious of both. When the last Dúnadan King of Rhudaur fell to the Hillman Rhuggha in T.A. 1176, his surviving Rangers of high blood fled in all directions. Some were granted asylum by Elrond; this handful of refugees opened secret contacts with their Arthadan brethren, thus beginng a tradition of friendship that would last beyond the end of the Dúnadan kingdoms.

T.A. 1643

The Last Homely House east of the Sea—as one caravan legend describes it—stands as it has for centuries, hidden in a narrow valley scarcely four miles north of the Great East Road as the trail climbs up to the high passes of the Misty Mountains. Most travelers are aware that an Elvish settlement exists somewhere in these woods. The Dwarves and common folk who travel the Menatar Romen seldom venture far off the trail; those who do tend to get lost, and find themselves wandering back onto the toad a goodly distance from their camp, holding a creeping fear in their hearts of tall forms with shining eyes watching them silently from among the trees. Persistant intruders experience strange lapses of memory, nightmares, and minor, disabling illnesses that fade away when they cross over the Fords of Bruinen or the Misty passes. Orcs, Trolls, and Men who roam the area thinking of treachery and murder often simply disappear. The rulers of Angmar and Rhudaur have found that the very name of Imladris is like a creeping poison to their intellects and self-confidence. It *is* said that the Witch-king himself once sought to search for the Elf-haven with an elite hoerk of his guard. Confounded and burned in spirit by Elrond's magic, he slew all those with him. No witnesses survived his humiliation, and no one in Carn Dûm mentions the names Elrond or Imladris in his presence.

Imladris has never been open to outsiders, even peaceable ones. Since the corruption of Rhudaur several centuties ago, only a few Men, personal friends known to the Elves dwelling in Rivendell, have any access to the valley of the haven. The Great East Road negotiates the foothills of the Misty Mountains through a smaller valley south of Rivendell. At certain campsites along the way, on starlit nights, some of the merchants are visited by Elves. For the most part, the Imladri barter or use Arthadan coinage; it is rumored, however, that the Half-elven hold the treasures of the ancient Elvish High Kings somewhere in their valley, and periodically thieves try to enter it. None have ever succeeded.

Elrond has, in this era, only a few dozen Noldo warriors and Silvan rangers to patrol beyond the bounds of his magical defenses; he normally does not permit them to take an agressive role in the wars against Angmar. Yet he is active in the conflict, sheltering and advising such of the Dúnedain as remain faithful to the old alliance and beliefs. The White Council, an informal alliance of the Istari and the greatest of the leaders of the Eldar, meets in Rivendell every few decades to consider what counsel may be given to the mannish Kings of Middle-earth and what aid can be spared them from the meager resources of the Elves.

Important individuals living at Rivendell include Elrond, of course, who seldom leaves his home, and also Celebrían, his wife, a noted mystic, and their three children, Elladan, Elrohir, and Arwen Undómiel. Glorfindel is the leader of the Guardians of Rivendell and chief of the remaining Noldo warriors in Eriador.

Other Elves of Note

Ascarnil, one of Glorfindel's chief scouts, is an expert on matters in Rhudaur,

Bellindiel Lómëloth is a Sinda and the second minstrel of the haven; she is mistress of the lute and develops a warm rapport with her audience, rather than retaining the more typical Elvish reserve.

Erestor Nolpedáro, a Noldo Elf, is Elrond's chief counsellor and favorite opponent in tengwar-litsë (a strategy game rather *unlike* chess).

Estelindo Nandëseron, a Sinda, is a harpist and chief minstrel in the Last Homely House.

Gildor Inglorion is another Noldo advisor to Elrond. He travels often between Rivendell and Lindon.

Hilvanar, a Silvan Elf, tends the vinyards of Rivendell; he is fond of practical jokes and verbal wit.

Mastáro Olvar-faroth is a Noldo seeker of herbs; he bakes lembas, the Elvish waybread. Mastáro wanders across all of Eriador in search of exotic plants.

Sairalóm Vilyasúlë is a Sinda Elf who plans festivals to honor the Valar.

Vilyadhol, a Sinda gardner, is a surpassing expert on healing herbs. He rarely leaves Rivendell, unless drawn by the whisper of an unusual species of plant.

Later Years

Following the fall of Arthedain in T.A. 1974, Aranarth, heir to the throne of the destroyed kingdom, comes to Rivendell after long trials of war. He stays in the haven for a time, persuading Elrond to accept the guardianship of the heirlooms of Elendil and establishing the Rangers of the North. Rivendell is their headquarters for the rest of the Third Age, and in the sheltered valley the heirs of the Line of Isildur are born, raised, and educated.

Defences of Rivendell

Stumbling across the trail that leads to Rivendell from the Menatar Romen is virtually impossible (an Absurd, -70, Perception maneuver). Travelers actually in search of such a path discover the task to be only a little easier (Sheer Folly, -50). Even those who have visited Rivendell before find the trail difficult (Very Hard, -20) to spot. If a searcher has unkind intentions to wards the folk of Imladris, his ability to make entry into the haven is further truncated (he suffers a -100 penalty to these rolls).

GM Note: *Anyone approaching the valley, on or off the path, must, if not already welcome there, resist versus a 10th level Channelling attack, with the following possible results:*

If the intruder is nonhostile, he must make a RR every 10 minute after approaching within 3 miles of the edge of the valley. Failure causes the intruder to wander in seme other direction. Success, +20 or more, alerts Elrond. Failure, by -20 or more, alerts Elrond and plants suggestions in the intruder's mini that he is being watched by Elves who dislike him intensely.

If the intruder is hostile, the initial resistance roll before reaching the valley is at -20. Failure, by -40 or more, in addition to the effects noted above, causes the intruder to be confused for l-10 days, lose 10% of his memory, and have nightmares about topics from his past.

If Elrond is alerted by the approach of an intruder, he has the capacity to cast spells into his magical defenses, allowing the Half-elf to summon waves on the Bruinen, call up winds and storms, and partially animate trees and roots to slow intruders He can also put a geas on those failing their RR; the geas removes all references to Rivendell from the victim's memory. Trying to think about Rivendell thereafter triggers the enchantment and may result in further erosion of the victim's mini (losses from the Intelligence or Memory stat).

ROOD

Town at a key road junction at the great southward bend of the Baranduin, halfway between Annúminas and Fornost. It is described in Section 12.5.

SARALAINN

This petty kingdom is the first Third Age realm in Eriador to be ruled by an Eriadoran commoner. Its origins and structure are described in this module in connection with those of the rest of Cardolan.

In Later Years

Saralainn survives the 17th century collapse and de-population of Cardolan by virtue of its remoteness from the Witch-king's military centers and its chaotic, but very adaptable, political structure. The Beffraen and the Evil-kind of Creb Durga are its primary problems during the ensuing centuries. In T.A. 2116, the capitol of Saralainn is moved from Sudúri to Ironwharf, a new port at the mouth of the Isen River; much of its population shifts south of the Gwathl6. Becoming increasingly submerged amidst the tribal Dunlendings and Beffraen who swell the population of the kingdom, the culture of the clansmen declines even further. They become a petty-nobility in scattered villages that stretch from the middle of Saralainn to the Drúwaith Iaur (S. "Old Pûkel Land"). Sudúri, and later Ironwharf, dwindle, for fewer and fewer ships from the south brave the dangerous waters off Cape Andrast. The title of King of Saralainn is still upheld, though its power and authority are but a dim memory. Periodically overun by the Corsairs of Umbar, Saralainn survives in its traditional, haphazard fashion, to become the only Cardolani successor state to survive into the Fourth Age.

SARN FORD

Where the Baranduin River leaves the sagging edge of the Eriadoran upland for the last time, it spreads its waters across a broad shelf of crumbling limestone. Whenever the rains upriver haven't been too severe, anyone with grip-soled shoes and some nerve can wade the mighty stream. This is Sarn Ford; the name is a *mix* of Sindarin and Westron; "Iach Sarn" translates as "Stone Ford," as does " Arthrad Sarn," and all four combinations have been used to designate this river crossing. The Redway, the old Royal Road, crosses the Baranduin at the ford on its way from Tharbad to the Blue Mountains and Lindon.

The river here is wide and brown, its banks lined with willow, poplar, and birch. A few hundred feet north of the ford, a squat granite fortress sits on a low hill overlooking the red-paved road. Black-clad Arthadan soldiers walk the ramparts, and a Prince's pennant flys overhead. Around the base of the hill cluster the cottages of a small village, and in the distance small farmsteads and groves of hard-woods show among knobs of grass-covered limestone. On the south bank of the river, just downstream from the main road, the ruins of a larger village—its buildings and crude earth-and-stone walls half-abandoned and crum-bling—rest on an obviously artificial mound. Steps lead down an embankment of ancient rubble to riverside docks lined with unpainted ferry boats and fishing smacks.

History

One of the more important river crossings in Eriador, Sarn Ford has seen regular use at least since the awakening of the Dwarves in the deeps of time. The Len Caraug, the Dwarven trail connecting Nogrod and Belegost with Khazad-dum, traversed the Baranduin at Sarn Ford; in the First Age, there was a Nogrodic fort on the south bank that later became the site of an Eriadoran town in the Second Age, The Elves prefered to cross the river via a magical rainbow-bridge, a Ninmach-tanwë, just upriver from the ford itself; when Gil-galad set the eastern boundary of the kingdom of Lindon along the Baranduin, he decided to fortify the place. His tower, Amon Sarn, sat opposite the mannish town of lach Mardi until the War of the Elves and Sauron in S.A. 1699, when Sauron's armies swept across the ford and a quartet of Demon-trolls took the Elven spire by storm. After Sauron was driven from Eriador, the blood of the three Fëadegnir—who died destroying Amon Sarn—still tainted the ruins, and the Elves gave up the idea of fortifying this part of their frontier. The Dwarves of Khazad-dum built a small tower near the poisoned site, and held it for the rest of the Age.

Fordhall (Iach Mardi), the Eriadoran town on the south bank, was destroyed three times over the course of the Second Age wars. Due to the accumulated rubble, it gradually rose above the level of the river's spring floods. Eventually Fordhall became a permanent possession of the Barony of Girithlin. Elendil the Tall inherited the Dwarven tower on the north bank after his return to Middle-earth in S.A. 3319; he planned a bridge over the Baranduin at Iach Sarn as part of his concept of a unified Arnor. Little of his plans survived his death in the War of the Last Alliance, and the bridge was never built. A Sauronic priest successfully summoned a Demon-troll at the site of the Elvish tower during the war; Valandil ordered the site cleared and a monastery built to cleanse it. Fordhall, which had been destroyed by the Demon, was again rebuilt. After the division of Arnor, the Arthedain converted the monastery into a fortress, named simply Iach Sarn, and the King of Cardolan fortified Fordhall.

Iach Sarn, more than four hundred miles from Fornost, should have been a natural target for the Cardolani during their wars with Arthedain. In fact, almost no combat took place along the Baranduin, because Siragalë, the large province directly north of the ford, was still primarily populated by Elves. Although the Elves of Siragalë were legally under Arthadan rule, Cardolani Kings and Princes were loathe to risk offending Cirdan of Lindon by spilling Elvish blood. The only local military action (taken by the Arthedain) was the elimination of the Girithli presence on the south bank—leaving Fordhall a semi-independent village. A smaller, safer hamlet, Stonehill, has risen on the north bank under the walls of the Arthadan fortress.

T.A 1643

In Fordhall, an aging Priest of Darkness, one Rávabor, has labored nearly twenty years to re-create the spells that would summon the Demon-trolls once more to destroy the folk dwelling at Sarn Ford. Almost forgotten by his master in Carn Dûm, Rávabor deals in herbs and potions to pay his room and board. He passes for a respectable citizen in Fordhall. Currently, the false herbalist is teaching the villagers of Stonehill an old folk dance. In combination with a sorcerous ward of powdered gold on the. hillside below the keep and a measure of virtuous mannish blood in the Yule pudding, the dance could well accomplish the summoning Rávabor has studied for so long.

Bored to insanity with parochial village life, Rávabor cannot believe he might miss his neighbors. Surely existence holds something more exciting than weekly card games with that royal fellow Minastir from across the river. Indeed, the Prince is Dúnadan and prone to keeping company with High Elves and that unnerving conjurer, Gandalf "the Frayed." Despite his witty tongue and tricky card-play, he is the enemy. Above all else, a Priest must do his duty; a twenty-foot black-horned Troll would certainly teach these folk something about who has power in the world.

The vale of the Baranduin is collecting Dunnish and Eriadoran refugees; the rest of Siragalë is filling with Hobbits. Prince Minastir, the Arthadan Commander of the South (see Section 10.1.1), has much more to defend and administer then any of his predecessors. Stonehill, below the fortress lach Sarn, has grown steadily and is beginning to attract a rough crowd. Even rougher is the bunch across the river at Fordhall. The political chaos in Cardolan has allowed the Arthedain to declare the south bank of the ford a neutral area, preventing any of the Irnil from seizing the town. Cardolani governance of Fordhall has become helpless and hopeless. Raids by the Warlord of Creb Durga into the area have worsened the situation, and Prince Minastir—worthy soldier that he is—doesn't have the resources to clean things up himself or the diplomatic skill to arrange a joint sweep of the area with Eärnil of Girithlin. His best hope, ironically, is for western Cardolan to become so desolate that the mannish garbage collecting around Sarn Ford simply drifts away, and leaves him with what his ancestors possessed: a lonely, peaceful way-station on the great road.

Later Events

As Cardolani society disintegrates during the 17th century, Fordhall dwindles into a small, walled village, constantly threatened by Orc attacks from the interior. In T.A. 1974, the last Arthadan garrison of lach Sarn marches north to fight and die in the kingdom's final battles around Fornost. When no King's men return, the Eriadoran farming cantons north of the river form their own government. Eventually the fortress crumbles away due to the lack of skilled workers to maintain its walls, and Stonehill gains an earth and wood palisade to replace it. Stonehill and Fordhall, ruled by a Council of Elders, dominate the area for the rest of the Third Age. They profit from the minimal amount of trade that penetrates up the Baranduin from the sea, scratch out a living from their farms, and obtain a few manufactured goods from the Dwarves of the Blue Mountains. The petty dictators that spring up, as well as Orc and brigand invasions, are overcome by locals operating with help from the Hobbits of the Southfarthing, the Rangers, and the Wizard Gandalf.

During the War of the Ring, Saruman prepares a subtle conquest of the Sarn Cantons by influencing corrupt local leaders (similar to his dealings with Lotho Sackville-Baggins). Eventually, the fallen Istar commits a hundred trained soldiers to overrun Stonehill, saving his irregular "Ruffians" for the conquest of the Shire. Thane Paladin Took leads an small army of Hobbits south against these forces, while Beretar of the Rangers of the North organizes a local uprising. After the Sarumanic forces are driven headlong across the ford, the restoration of royal rule is assured; the foundations are soon laid for a new keep at lach Sarn.

SHIRE, THE

"The Shire was divided into four quarters, the Farthings,..North, South, East, and West; and these again into a number of folklands, which still bore the names of some of the old leading families... Outside the Farthings were the East and West Marches: the Buckland and the Westmarch added to the Shire in S.R. 1462."

Of the Ordering of the Shire
The Fellowship of the Ring

For the Shire before T.A. 1643, see SIRAGALË.

T.A. 1643

Four separate communties have developed over the first decades of Hobbit settlement in the Shire. A treaty of division—witnessed by the Arthadan Guardian of Siragalë, Prince Minastir, and all concerned parties save the Tarmas—recognized the informal groupings. The document created four "Fartfiings," based on old Arthadan boundaries, on Mid-years day in T.A. 1640. The Hobbits pay a yearly tax, called "the Rent," to the King, but remain otherwise autonomous.

The North farthing is centered around Long Cleeve and other quarry-villages of the North Moors. It includes the fertile stream valleys called the Greenfield Country, lands roughly corresponding to the bounds of old Tarmaladen. The local Hobbitry continue in a state of near-insurrection as Lord Tarma tries to exert what authority he still retains, or at least thinks he retains, over the region.

In the Eastfarthing, the largest Hobbit settlements in Siragalë are concentrated along the Great East Road and the River Formensiril ("The Water" to Hobbits). Here, the royal presence looms larger than elsewhere in the Shire. Arthadan officials are stationed to oversee the abusive Rivermen of the Brandywine and the bustling caravans on the Great East Road. The Fallohide brothers act as liasons between the Kingsmen and the local Fallohide and Harfoot tribes.

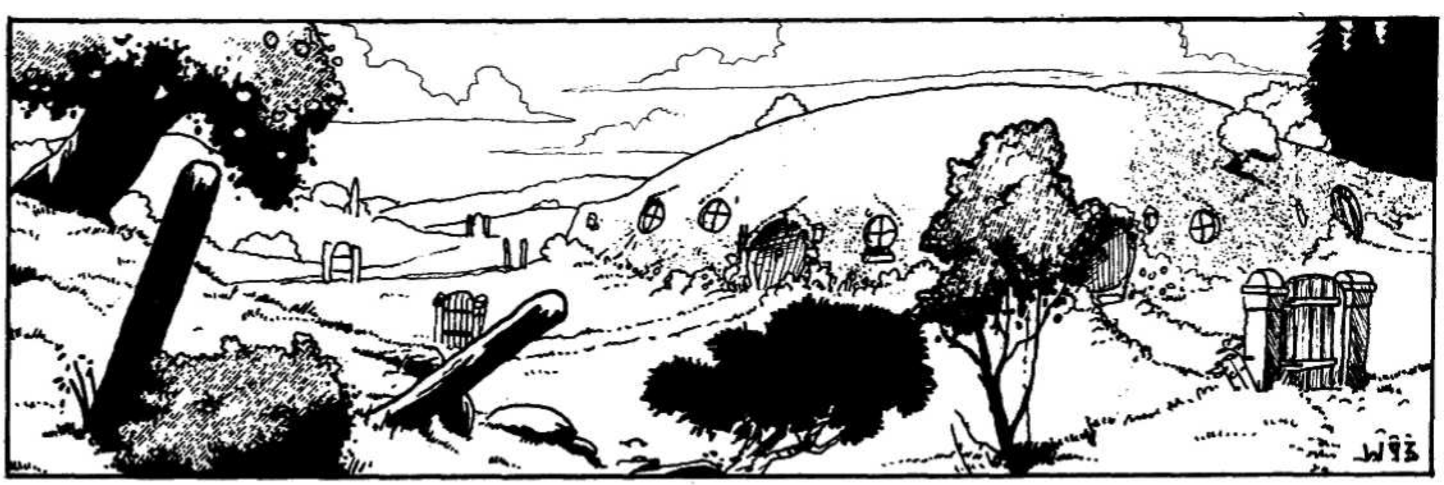
In the Westfarthing, the Took clan forms virtually an independent freehold. They hunt down brigands and charge tolls on the Redway—the main road connecting the Blue Mountains to Sarn Ford and Tharbad. Outside of Tookland, allied Harfoot clans struggle to found their own towns adjacent to rugged, mannish border villages such as Michinnec Hollow (Michel Delving to the Hobbits), Wood Junction (Waymeet) and Screaming Hill (Hobbiton). The squatters and frontier bullys of the area give little quarter to Halflings—yet the persistence of the Little People is likely to win in the end.

In the Southfarthing, Sûlarin, the last Elvish lord of the Pinneth Gelin, and Prince Minastir, the Arthadan commander at Sarn Ford, attempt to prevent rival clans of Stoor Hobbits and Dunlending squatters from massacring one another. Both peoples are fleeing the chaos of dying Cardolan in the wake of the Great Plague, and short tempers and desperate times seem sure to cause violence and tragedy.

In Later Times

Over the three centuries between the Great Plague and the Third Northern War, the Hobbit settlement in Siragalë grows steadily. It is hindered by cold weather and the various effects of the Banes of Angmar on Halflings' crops and herds. The Red Flux, an ugly influenza-like disease, with symptoms that include redness in the face and eyes and eventually blood in the lungs when the victim is near death, sweeps through the Hobbit-lands in T.A. 1889 and carries off half the population. This terrible scourge, the hardest blow the Witch-king ever strikes at the Shire, does not ruin the country as he might have wished, but decades pass before the Hobbits recover from their losses. The generations after the epidemic are more reclusive than their grandsires, and few Hobbits take part in the events of the last century of Arthedain's existance.

During the Third Northern War, Orcs of Angmar raid Siragalë, destroying everything above ground and driving away or slaying many of the Men living alongside the Hobbits in their underground Shire-villages. After Angmar is destroyed in T.A. 1975, Aranarth, the last Crown Prince of Arthedain, cedes his lordship of the devastated province to leaders of the Hobbit clans in a quiet, unofficial ceremony at the Three Farthing Stone. The Prince promises to return when he can protect the Shire and better deserve the title of King.



The Hill

For centuries, the Shire is free of war, although there are periodic raids by wargs, undead, and ruffians. Small, bloody encounters settle the Hobbits' remaining disputes with the Rivermen and the Eriadorans of the Brandywine settlements, establishing borders that stand the test of years. The Dúnadan Rangers appear frequently at first, fulfilling the oaths of Prince Aranarth. However, Eriador beyond the Brandywine gradually empties of people and becomes "the Wild"; even wolves cannot find sustenance on its barren plains. The Bounds of the Shire (and the bounds of Hobbit knowledge) are fixed by the haunted ruins and downlands to the north and south, the forbidden forest to the east, and the eerie Tower Hills in the west. The Rangers and Elves operate more secretly in the later centuries of the Third Age, and the Hobbits evolve the "sheltered" attitude noted in *The Red Book of Westmarch.* The most important checks on Shire population are poverty caused by the lack of trade in abandoned Eriador, severe winters that are the residue of the Witch-king's curse on the land, and periodic epidemics, a great peril for Hobbits living in crowded conditions.

By Bilbo's time, the Shire is wealthy enough to have developed a two-class society; the "Commons" are mostly illiterate working Hobbitry, and the "Gentry" are educated landowners who provide what little leadership the Shire requires. Little trade means no cities grow in the Shire; much manufacture is done locally, although the best goods tend to be of Dwarven make, obtained in trade from the holds of the Blue Mountains. The old Dúnadan and Eriadoran laws evolve into "the Rules," known to all Hobbits and obeyed with little need for enforcement; the Halflings' inherent gregariousness ensures that their village society remains peaceful. "Wild Hobbits"—the violent, cynical, adventuresome types so important in the older more dangerous world—are driven to or beyond the Bounds, as are most Men, dangerous or not.

In the Fourth Age, in the reign of King Elessar, the world suddenly becomes more complicated. Some Hobbits travel out of the Sh ire on a regular basis, dealing in politics and business. Literacy finally becomes fashionable; Thane Peregrin, a hero of the War of the Ring, establishes a more formal society with a code of laws to cope with the new Age. The Shire changes in spite of itself.

Cultural Notes on the Later Shire

The Commons are the peaceful, settled, peasants of the Shire. They represent a merging of the bloodlines of the three original tribes, the Fallohides, Harfoots, and Stoors. The three names eventually become just descriptive terms for various families and individuals. The lives of the Hobbit Commons are patterned after those of the old Arthadan Commons and the Bree-landers. They are more prosperous, overall, than the Men around them, using better tools and somewhat more complex machines. They favor practical, well-made, and well-finished clothing, furnishings, and buildings.

The Gentry—the literate, more leasured class of the Shire—take the place of the old Dúnadan nobility. Typically, they are property owners, deriving their income from rents or the ownership and management of the few businesses in the country. None are extraordinarily rich, and it is taken for granted that the "Gentlefolk" make themselves useful and "earn" their status by providing responsible local leadership. They tend to take on many civic duties: charity work, political office, negotiating with outsiders, and such tasks for which the working Hobbits have neither the time nor the education.

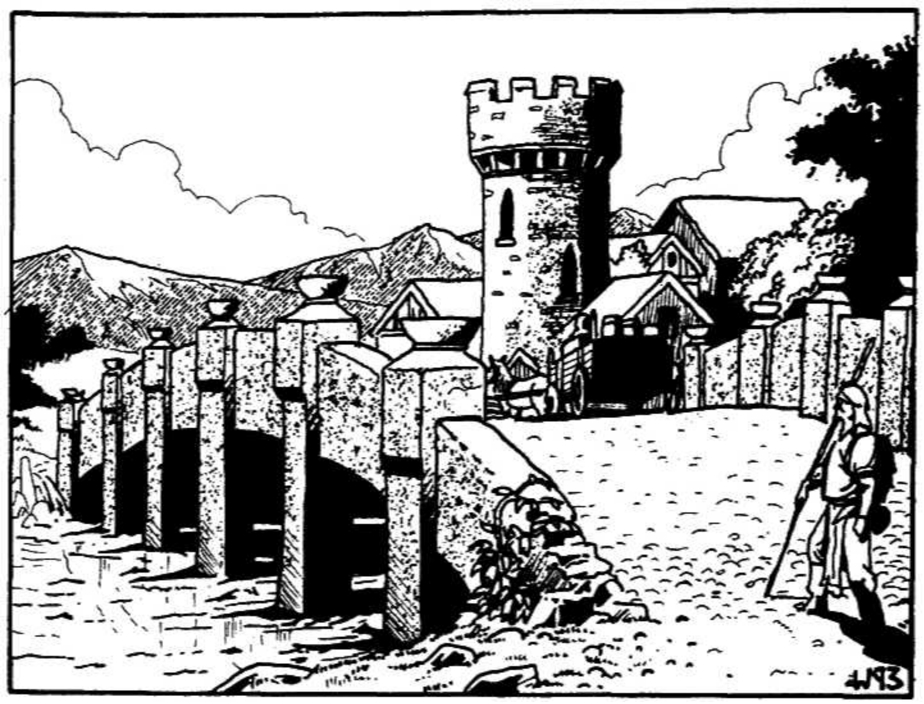
Hobbit technology may seem a contradiction in terms, but, in fact, the Shire-folk have made considerable advances from the traditions of Eriadoran society. Along with their trade partners, the Blue Mountain Dwarves (not the prouder and less tolerant Durin's Folk), they have evolved many devices and skills to stretch their limited resources and to allow even the less prosperous Hobbits some measure of comfort and security. Their breeches, dresses, and jackets, for instance, are made of cloth woven on wheel-driven looms and sewn on pedal-driven machines—rather than being worked solely by hand. The abundance of cloth produced allows most Hobbit households to sleep on linens instead of straw, resulting in homes that much cleaner in aland where the Banes of fever and flux are always possible.

The habit of cleanliness and orderliness extends through much of Hobbit society. Hobbit food is served on hard crockery instead of wood, the clay being dug, shaped, enameled, and fired in Michel Delving and other towns. Hobbit kitchens have Dwarven-made iron and silverware, and forks and spoons stamped in Long Cleeve and Sackville out of the same metals. Their wagons and carts use spoked wheels, instead of the cruder cut-slab wheels of the mannish settlements; their wood rims are steel-shod if the owner can afford it. The lumber for their wagons, round-windowed houses, and neatly painted furniture is cut in water or animal-powered mills and turned on belt-driven lathes; while almost any Hobbit can use hand tools at need, he saves his "time and touch" for the delicate finishing work and careful staining and painting.

An excellent example of this type of craftsmenship is in the field of musical instruments. The harps and lutes of Elvish and Dúnadan traditions have, in late-Third Age Eriador, been augmented by the fiddle and viola. Elvish and Dwarven flutes and pipes have competition in the woodwinds, like the clarinets and oboes, all made of highly polished wood with silver keys and blown over thin wooden reeds. The Luinic and Durinic Dwarves claim to have invented most of these instruments, but the Halfling craftsmen of the Green-Hill Country, where the best wood and rosins are found, have traditions almost as old, and they think they know better. Pheriannath violins now turn up in Gondor and Harad in the hands of people who have little concept of the nature of the maker, save only that he lives in the distance North.

Brandywine Bridge. Also known as the Bridge of Stonebows. A stone bridge was first put over the middle Baranduin in the reign of Elendil the Tall. It replaced the *two* ferries that had previously carried traffic moving along the recently improved Menatar Romen. As part of a political deal between King Mallor of Arthedain and the noble house of Tarma, this fine example of ancient Arnorian stonework was rebuilt and expanded into the magnificent Bridge of Stonebows around T.A. 1102. Magic went into its construction, and it continued to be useful well into the Fourth Age. The bridge is four carts wide and a thousand feet long. Since the Second Northern War, there has been a small defensive tower on the west end of the bridge. Hobbits garrison it and charge a three copper toll to everyone who passes.

The tower is used by the Hobbits in the early centuries of the independent Shire, then is torn down so the stone can be put to better use elsewhere. The bridge is occasionally guarded thereafter, but never fortified.



Bridge of Stonebows

Buckland. This march, technically not a part of the Shire at all until the Fourth Age, does not exist in T.A. 1643. Instead, the east bank of the Brandywine opposite the Eastfarthing is the edge of the Old Forest; a concentrated, ancient, and bitter magic lurks in these woods. Various individuals have hunted and taken timber out of the Old Forest from time to time, but few have done so more than once without some some misfortune or evil befalling. Huorns and dark spirits dwell along the bank. The only folk making camp or building shacks by the water are Rivermen who wish to stay clear of Arthadan law.

In the late 2330's, long after the Shire dwellers were accustomed to peace on their borders, a band of river pirates founded a secret camp amongst the dense willows of the east bank. The rogues took captives on a regular basis all along the Brandywine. When few of them were returned for ransom, Rangers led by Chieftain Araglas, and Hobbits, led by Gorhendad Oldbuck, Chief Shirriff of the Eastfarthing, investigated. They found, to their horror, that blood sacrifices had been made in groves along the river banks; monsters that looked like Men and Hobbits, but carried pale tree sap in their veins instead of blood, were wandering the roads of the Shire.

The Oldbucks led several expeditions to the east bank, resulting in the burning of a number of willow trees with suspiciously Hobbit-like features delineated on their trunks. The war on the wood concluded with the ugly and little-known Battle at the Camp, an engagement so terrible that few who survived it spoke much ever after. The Oldbucks, seeking to claim something from these trials, established their own colony on the east bank and eventually extended it all the way from the Brandywine bridge to the shore opposite the Overborne Marshes, thus ensuring the safety of all dwelling along the river. The colony, Buckland, flourished over the years. Eventually a hedge, the "High Hay," was built to prevent the malice of the forest from spilling into Buckland, and the Master of Brandy Hall became one the most important Hobbits in the Shire.

Gamwich. Village in the northwestern corner of the Shire. The Redway ceases to be paved or edged here, but it does continue into the vale of the River Lhûn and thence to Caras Celairnen and the Blue Mountains. Gamwich in T.A. 1643 is beginning to attract Hobbit immigrants. Set on the north end of the Fox Downs, it is just beyond the edge of the Tarmaladen and hence a long way from Arthadan law. A rough town, it favors ruffians and doesn't grow tamer until the second Thain of the Independent Shire leads part of the Hobbitry-in-Arms against a gang of thugs (attempting to secede from the Shire) in the early 21st century. Gamwich remains a place to meet interesting strangers thereafter.

Girdley Island. Located squarely in the middle of the Brandywine just north of the Bridge of Stonebows, the upstream end of the island is the site of an Elvish river crossing. Three isillunti (Q. "moon-boats"; sing. isilluntë) rest on the river bottom. If the correct command phrase is called from either shore, the slim, white-hulled craft rise out of the water and travel back and forth of their own volition, carrying whoever summoned the vessels across the river. One who knows the magic involved in their construction may, at need, sink an isilluntë in mid-river,—no Elf would do so, save under the most dire of circumstances. The Rivermen who regularly camp on the southern end of the island are terrified of the boats, thinking them the work of ghosts. The Hobbits, who periodically raid Girdley Island when Rivermen flee there after committing crimes in the Eastfarthing, remain ignorant or untroubled by the Elvish artifacts.

Gandalf the Grey. A wanderer is known to the Dúnedain of the Shire as a wandering seer possessing influence at court in Fornost. Why he should be so favored, no one can say. The Hobbits see him as a harmless crank of a conjurer who helps folk in need. He enjoys this image, and sustains it for some 1600 years, making the Shire a regular stopping place on his travels.

Green-Hill Country. In Sindarin, these tree-covered, granite-based hills are known as the Pinnath Gelin. The Elves dwelling in the rolling forest since the Age of the Stars are ruled by the Nando Sûlarin, until he sails West in the late Third Age. At the time of the founding of the Shire, he is the Elf most friendly to the Hobbit immigrants, helping them settle their quarrels with the Men of Siragalë and providing aid to the needy. He teaches the Halflings all he knows of forestry, and persuades them to make rules against clear-cutting the Green-Hills, thus preventing erosion problems and assuring a steady supply of mature oak, elm, ash, and fir trees for timber through succeeding generations. His negotiations preserve the Pinnath Gelin for Elvish travelers. Woodhall, a hidden glade on the eastern slopes of the hills, just above the Hobbit village of the same name, still harbors Wandering Companies in the early Fourth Age. Elves crossing the Brandywine after leaving Woodhall use either the moon-boats at Girdley Island or the ninniach-tanwë rainbow-bridge) north of Stock.

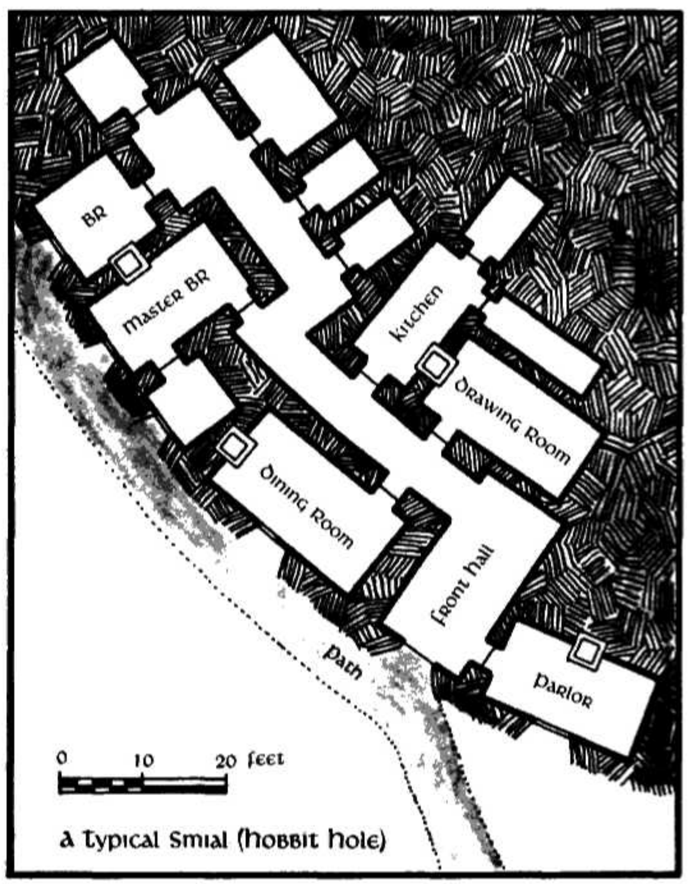
Greenfields. In T.A. 1643, Greenfields is a mixed mannish and Hobbit village, located on either the northern edge of the Shire or the southern edge of the Tarma lands, depending on an eventual decision by the King. There is bad feeling in the town; the Hobbits, who have been here some forty years, find that their freedom to speak at the "Moot," the village assembly, has been restricted of late.

Greenfields becomes the market center for the northern Shire and a place to meet strangers from the Twilight Hills and other lands beyond the Bounds. It is a natural target for the Goblins of Mount Gram when they raid the Northfarthing in T.A. 2747, led by their Chief, Golfimbul; they are defeated outside of town by a muster of the the Hobbitry-in-Arms led by Bandobras "Bullroarer" Took.

Hobbiton. In T.A. 1643, Hobbiton is the largest village in the Shire and site of the Shire-moot, organized by the Fallohide brothers to give the Hobbit clans a method of acheiving consensus. Both Marcho and Blanco Fallohide build smials here after they retire. By T.A. 1800 Michel Delving passes Hobbiton in population, but the old town remains an important community for the central Shire.

Long Cleeve. Hobbit village in the northern part of the Shire, founded ren years ago on the site of a gypsum mine once owned by House Tarma. The Halflings have re-opened the mine. Lord Tarma is claiming a tithe from the works, and the Hobbits—Stoors led by an excentric fur-trapper and "Knee-cracker" named Kocho Curl—have fortified the village pending an appeal to the King.

A typical smial



A Typical Smial (hobbit hole)

Three-Farthing Stone. The Three-Farthing Stone was a gift, magical, from Sûlarin and Cirdan to celebrate the first setting of boundries in Siragalë. The Fallohide brothers, Sûlarin, Prince Minastir, and the Lady Elindiel were all present at the ceremony. (House Tarma refused to participate.)

GM Note: *The stone, when touched, negates* Fear. *Any evil creature who touches it or who passes within 30' of it—while stalking or attacking another creature—is affected as though by a* Repulsion *spell Someone who lies down against the stone gains the benefits of bed-rest equivalent to ten times the actual length of his stay; it is, consequently, a favorite place for travelers to take naps.*

The Water. Directly south of the Emyn Uial and east of the Tower Hills lies the beautiful valley of the River Formensiril, draining eastward into the Baranduin. In the time of the High King Elendil, the Great East Road followed the southern side of the vale, passing north of the Green-Hills to the Bridge of Stonebows. A home to several Elven clans *in* the Second Age, it was gradually abandoned in the Third as they moved westward to avoid contact with mortal travelers and squatters. House Tarma formed designs on the river vale after the remaining Elves were slain by Orcish wolf-riders in the Second Northern War; however, after T.A. 1601, the Fallohides located several of their earliest settlements here. The Hobbits have always referred to the stream simply as "The Water." Its banks hold the densest population of Hobbits in the Shire into the Fourth Age.

The White Downs and the Far Downs. Across the Westfarthing, the chalk cliffs of the White Downs stand like clenched teeth. A clean line of west-facing limestone crags, they contain the greater part of the Shire's meager mineral wealth and its largest town, Michel Delving. Farther west He the aptly-named Far Downs, which mark the westernmost boundary of the Hobbit-lands. Beyond them stretches Silvan country, the Taur Siremyn. Beyond this mix of exquisite green woods and scrubby grey ridges rise the Emyn Beraid, the noble "Tower Hills" of Lindon.

SIRAGALË

In the Age of the Stars, the fertile hills and lowlands between the Baranduin and the Ered Luin were settled by clans of Nando Elves. They named their country Siremyn-galador (S. "Flowing-hills Tree-land") after the rows of chalk downs that rose up wave-like, out of the woods. To Men it became simply "Siragalë," and its people were called the Sirannar. The Siranna clans gave their allegiance to Denethor, the King of the Green Elves (S, "Laiquendi") of Ossiriand, west of the mountains. After reigning for long years Denethor was slain on the eve of the rising of the sun and the first year of the First Age; thereafter, the Elves of Siragalë had no Kings. They fought only inter-mittently in the Wars of Beleriand.

Centuries later, in the final years of the First Age, Orcs, Men, and creatures of Morgoth troubled the lands east of the Ered Luin; a Laiquendi warrior, Merethorn, united the Elves of western Eriador to hunt the evils down. He was recognized by Kts people as the Lord of Siragalë, the westernmost of all Silvan Elvish rulers. When the lands broke during the War of Wrath, Siragalë suffered but survived. Gil-galad became the High King of the Noldor and extended his rule far into Eriador. Merethorn swore allegiance to him, and Siragalë became a fief *of* the kingdom of Lindon.

Under this regime, the Sirannar flourished for many centuries. They built no towns and shunned the company of outsiders, wandering alone in their woods and hills. Merethorn wedded a Noldo princess, Elindiel Árakalina. The marriage solidified his status within Lindon; within Siragalë, the couple travelled the hills, holding court at scattered holy sites and clan gatherings. Merethorn treated with the Dwarves and Eriadoran Men from a stone platform overlooking Iach Sarn. The folk of western Endor named the Elves with this secretive lifestyle, Sil-hin (S. "Shining Eyes"), for that was all that mortals normally saw of them in the woodland night. Eventually ail the Nandor became known as "Silvan" Elves; Siragalë and the surrounding lands—with their mixed woodlands, open glades, and rocky downs—were described as the "Silvan country."

Siragalë was never entirely isolated. Two of the great corridors of communication in Eriador crossed it. The Len Romen, the "Eastern Trail," ran from the Grey Havens eastward across Siragalë and over the Baranduin. More importantly, the Len Caraug, the "Red Dwarf-trail," crossed the region from northwest to southeast, connecting the Blue Mountains to Eregion and Khazad-dûm. Since the two paths met at Michinnec in the White Downs (later Michel Delving), they linked all of the politically important states in Eriador.

Men and Dwarves moved alone and lived beside both of the roads, but fear of the Elves prevented them from making any extensive settlements. Dwarven ferries existed at all the major river crossings in and around Siragalë, but Elves traveling by night could use other means: either the ninniach-tanwë (S. "rainbow-bridges") or the isillunti (Q "moon-boats"). The former were magically woven of starlight; the spells and runes creating the misty arches were embedded in river stones by Elenwen of Lindon, a Noldo astronomer. In the Second Age, Sarn Ford and three other points along the Baranduin, Mitheithel, and Gwathló each boasted a ninniach-tanwë. The moon-boats were made by Cirdan himself and placed along the Baranduin and elsewhere as the pattern of Elvish travel changed.

The Sirannar served Gil-galad faithfully in the War of the Elves and Sauron, as well as in other conflicts of the Second Age. At the time of the War of the Last Alliance, Merethorn led them through the Calenhyarden to the

succor of Anárion and Isildur and thence to the Battle of Dagorlad and the invasion of Mordor. The lightly armed Sirannar suffered grim losses in the battles and fared poorly as scouts in the dry, barren realm of the Dark Lord. Many deserted, and Merethorn was obliged to personally lead them on their forays into the enemies' country. On one such raid, he was slain by a Sand Drake.

Siragalë in the Third Age found itself with an embittered population ruled by a "Dark Widow." Elindiel blamed her consort's death equally on his people and the Noldor and Sindar who called him to war in a distant land. The region became the only Elvish province of the kingdom of Arnor in T. A. 10, rejecting the rule of Cirdan of Lindon. The Lady Elindiel, who began clothing herself in Dúnadan greys and blacks, instead of Laiquendi green, became a figure of suspicion and fear. Nonetheless, she held fast to her duty to the Sirannar; over the years, her labors on their behalf effected some small measure of healing for her pain and grief. Elindiel's last public decision was to join Siragalë to Arthedain in T.A. 861; thereafter she became a recluse. Whether she lived or died or passed West over the seas became a matter of legend and rumor, save when someone attempted political action concerning her subjects; in such circumstances, the Lady made a sudden and dramatic appearance—even at meetings and councils considered secret—to speak on the Sirannar's behalf.

Elendil located two branches of his road net in Siragalë to soldify connections with his ally Gil-galad, basing the routes on the old Second Age trails. The Elven population of the region declined steadily over the centuries—by ones and twos, the Sirannar accepted the Valars' offer of refuge and sailed over the seas into the Undying West. Men, losing their fear of the Elves, moved in—in larger numbers than in the Second Age—and created farms along the roads. House Tarma, one of the important Dúnadan noble families, negotiated hunting and herb-gathering rights in the northern portion of Siragalë, where possible, speaking directly with the remaining Silvan folk. The Tarma began to refer to northern Siragalë as "the Tarmaladen," and considered it their property.

The adventures of the Hobbits as they immigrated into and across Eriador are described elsewhere. The decision of King Argeleb II of Arthedain to give them charter to settle in Siragalë was made, in part, to counteract the increasing influence of House Tarma and several "Bandit-lords" rising in prominence among the mannish squatters in the southern part of the region. The Lady Elindiel—who must have had some role in the matter—was at the court in disguise; Marcho and Blanco Fallohide, who negotiated on behalf of the Hobbits of the Bree-land, had little contact with her.

However it was accomplished, the Fallohide brothers began organizing Hobbit settlements along the Great East Road just beyond the Bridge of Stonebows in the spring of T.A. 1601, and Hobbit immigration into Siragalë continued steadily each year after. The Halflings named their new "domain" Suza, which meant "a safe place" in Kuduk, their native tongue. Over time, however, they and the Men still dwelling there refered to the land as "The Shire," one of Suza's approximate Westron equivalents.

T.A. 1643

Detailed description of most places, people, and events in Siragalë at this time and in later times may be *found* under the entries for THE SHIRE and SARN FORD. Section 10.0 provides more information about the Lady Elindiel and Prince Minastir.

The remaining Siranna Elves have little influence on events in Siragalë after the Stoor migration fills the last stretch of open hills along the Redway. The Sirannar avoid contact with the Men and Hobbits in the central and northern parts of the province; those few who dwell there at the turn of the century move south or west towards the borders of Lindon. The Lady Elindiel still travels her country, observing and occasionally dispensing justice. Sûlann, whose family dwells in the rougher part of the Pinnath Gelin, intends to persuade the Hobbits to establish some part of the hills as a preserve, both to maintain the watersheds of the major streams in the Shire and to leave some open country for the Elvish Wandering Companies who travel through Siragalë.

The Sirannar retain little interest in the problems of mortals, but do take action to prevent obvious violence or injustice. Upon discovering brigands amidst preparation to ambush mannish wayfarers, a Siranna Elf attempts first to frighten the attackers or to warn their victims; if the foray takes place, the Siranna might join the battle to prevent innocents from being killed. If he arrives too late to halt the ambush, he quietly notifies local mannish authority and trails the brigands. Possibly, if there is immediate danger to prisoners (torture or death), the Siranna attempts a night-time rescue, Sirannar show no ambition to capture or kill such villains themselves, since the brigands are almost certainly terrified of Elves and unlikely to find any opportunity to harm them.

In Later Times

The Shire settlements and the villages of the Pinnath Cerin expand over the next few centuries, until a continuous belt of cultivated land extends along either side of the major roads in Siragalë. After the fall of Arthedain, Elindiel negotiates the "Bounds" of the Shire with Aranarth, First Chieftain of the Rangers, and several Hobbit clan leaders.

Eventually, as the old Dúnadan culture disappears in Eriador, the name "Siragalë" fades from use as well. The "Silvan Country," the belt of woodland, glade, and grassy downs that lies west beyond the Shire Bounds, but short of the Tower Hills, becomes known to the learned as Siremyn Iaur, or "Old Sylvana." The Hobbits of the Shire and the Men of the Brandywine valley both know they are not welcome there. Only a few hunters and trappers enter the Siremyn Iaur, and they never stay.

Although Elves wander the Shire from time to time, and a few strike up friendships with certain Hobbits, the Sirannar seek solitude in their remaining forests and become figures of legend—something peculiar that unfortunate folk encounter when they roam beyond the Bounds and into territory not meant for them. The Sirannar feel no guilt about frightening, drugging, or enchanting trespassers and sending them home. These unfortunates come to no harm, save for a slightly addled memory and a deep, subconscious fear of "shining eyes" in those strange Silvan woods to the west.

SUDÚRI

The chief town in Saralainn and the second most important port in Eriador. It was MISTALONDË until T.A. 1503. In that year, King Lanaigh of Saralainn expelled the city's Dúnadan lord, rebuilt its fortifications, and granted the town an autonomous council so that he wouldn't have the bother of governing it.

THALION

The palace serves as the seat of the Princes of Dol Tinarë, situated on the south side of the town of METRAITH, which is occasionally still called Thalion. See Sections 12.4 and 13.3.

THARBAD

Rising out of the fenlands of the southern Swanfleet Marshes, the city of Tharbad is the greatest surviving work of the Númenóreans in northern Middle-earth. The city was, upon a time, a prime example of the civic planner's art, with broad avenues, public parks, and well-paved streets. Yet, any city surrounded by marshes suffers from overcrowding as the population rises, and the tendency of the buildings and walls of Tharbad to sink slowly back into the muck challenged the efforts of innumerable engineers over countless years. Efforts to prevent the slow submergence were abandoned many decades ago; decay in both the appearance and spirit of the city has become readily apparent,

Tharbad was once a proud manufacturing and trading center, but its fortunes have declined with those of Cardolan. The home of 25,000 people little more than two centuries ago, it has only recently regained a population of 17,000. The wool industry and overseas trade have not revived since the fall of the Dúnadan kingdom. Tharbad and its people now survive primarily because of the city's strategic importance. Arthedain, Gondor, and even Khazad-dûm find it prudent to send food shipments for distribution to the poor and unemployed. In spite, or perhaps because, of their reliance on these doles, the people of Tharbad have grown increasingly unruly and riot-prone. Now, the city is effectively ungovernable, although a semblance of order is preserved by the presence of a Gondorian garrison.

Tharbad sprawls across the artificial hill on which it rests, in notable contrast to the geometric layout of other Dúnadan cities. Most Númenórean settlements were deliberately built to follow careful plans, while Tharbad has evolved from a single tower in a irregular series of expansions. Despite the influx of refugees, however, the city's settled areas are shrinking.

The most notable feature of Tharbad is the twin bridge, the lant Formen (S. "North Bridge") and the Iant Harnen (S. "South Bridge"), that spans the mighty River Gwathló. The city acknowledged Elendil as King in part due to a promise to build this magnificent structure. Houses and shops have spread onto the bridges like barnacles, and they now present a ramshackle appearance, though their daunting immensity still suggests the efforts that went into their building. An enormous dike, the Rammas Nín (S. "Water Walls"), protects the city from the surrounding marshes. The defenses of Tharbad rely upon the inability of any enemy to build siege works in the fens, so the walls that surmount the dike are thin, short, and often ill-maintained.

Tharbad is also unusual for its chiraint (S. "canals"). The channels were built to serve as an alternative to the city's crowded streets, and they once bustled with commerce. With the decline of trade, the inter-connections of the canals and the river have been neglected. The annual spring floods bring clogging silt, and many channels have become little more than open sewers and dumps.

History

In the Elder Days there was no specific crossing of the Gwathló favored by all travelers. The Dwarves of Nogrod maintained ferries on the major rivers traversed by the Len Caraug, the great trail connecting the Dwarven cities in the Blue and Misty Mountains. Some of the traffic from this road passed north of the marshes, called Nîn-in-Eilph in Sindarin. Some journied by boats down the lower Glanduin and into the Gwathló. The Elves seldom traveled this way, prefering their own isillunti, magical watercraft, available at favored places.

The route that crossed the least amount of bad ground, though, was ultimately the one that ran south of the Glanduin and the marshes and cut back through their western end across Tol Gelin, a large, boggy island in mid-Gwathlo, The trail then turned northwest along the easy grade up the north bank of the River Anthiel and into central Mintyrnath. Where the path traversed the fens, general debris and occasional deliberate fill accumulated through the ages, creating dry ground where none had existed before. In the early Second Age, Noldo engineers built good-sized swan-boats to carry the Elves—vessels that moved without sails and looked very much like great birds swimming through the marshes.

Such was the situation when Tar-Aldarion, the Mariner King, arrived. The Durinic Dwarves, who acquired most of the ferrying duties after the destruction of Nogrod in the War of Wrath, let the Númenóreans assume responsibility for order and administration in the area, which was now becoming heavily populated by Eriadoran Men. After Sauron's invasion in S.A. 1695, a Numen6rean fleet under Pharconatar attacked the Dark



Bridge of Tharbad

Lord's bases along the Gwathló; when he was driven out, they restored the Númenórean trading station. In S.A. 1793, after the local Eriadoran rulers failed to stabilize the region, Pharconatar returned and established an official colony.

Over the remaining centuries of the Second Age the political situation in southern Eriador changed repeatedly, but Tharbad remained firmly under Dúnadan control, feeling the effects of war and rebellion only at a distance. In the Third Age Tharbad was the economic center of Arnor and later of the independent kingdom of Cardolan. Peace and prosperity became natural to the "Queen of the North" for a millennium and longer. This did not keep Tharbad from being a center for corruption, crime, espionage, and intrigue; the city always maintained itself as a center for decadence with the same pride it took in being a center of commerce.

The Crisis of T.A 1409-1412

GM Note: *Much of Tharbad's later history is discussed elsewhere in this module as a part of the history of Cardolan. The detailed view of Tharbad given here, set during the Second Northern War, is designed as the basis for a campaign set at that time. The layouts of Tharbad in Section 12.8 have been noted and keyed as to their usefulness for a T,A. 1409 campaign, a T.A. 1643 campaign, or for generic mid-Third Age adventures.*

The Second Northern War saw the deaths of King Ostoher of Cardolan and both his sons. The King's only remaining potential heir was his daughter, Princess Nirnadel. Cardolan, a successor kingdom to Arnor and by extension to Númenor, had always been ruled by hereditary monarchy, determined through patriarchal primogeniture; before the crisis, the kindgom had never experienced a ruling Queen.

The death of the King and his sons presented a thorny problem to the surviving authorities. Two days after the news of the King's death reached Tharbad, Chancellor Minhir (head of royal council of the scepter since 1433) declared himself Regent of Cardolan, acting in the name of the sole remaining heir to the royal house, the princess Nirnadel. His motives were simple and relatively pure; by moving quickly and forcefully, civil war—or worse—could be averted. Of equal importance, the announcement kept the throne beyond the reach of the Hiri, many of whom had treated the Chancellor poorly in the past.

At a hastily summoned meeting of a greatly reduced Council of the Sceptre two weeks later, Nimhir received confirmation from two of the three surviving Hiri—Hir Tinarë and Hir Calantir. The third, Mablung Girithlin, voiced strong opposition to the regency, asserting that the dangers of the times called for a forceful, military-oriented leader like himself. Being outvoted, however, the

lord took no public action, and returned to his hill-bound hold, presumably to brood. The regency was supported by the leader of the military forces, Captain Tardegil (personally loyal to the royal house of Cardolan) and by Ciramir, the Gondorian legate, whose goals placed his support behind anyone able to maintain order in the city and ensure that the northern realms continue to stand against the aggressions of Angmar,

In the aftermath of war, with half of the summer harvest destroyed or rendered inaccessible by wild animals and brigands, the Cardolani and especially the citizens of Tharbad faced starvation in the fall and winter of T.A. 1409. The fertile Hirdyr of Tinarë and Ethir Gwathló, the least touched by the war, became the targets of a grain tax collected by "mobilization units" consisting of a mix of army regulars and new recruits. As the season advanced, the Regent dispatched an embassy to Gondor seeking aid. Regardless of these efforts, Tharbad and the surrounding countryside suffered a winter filled with afflictions, including pellagra, ricketts, scurvy, and discontent, as those who had few resources attempted to seize them from those who had much. Thousands died, and only a relatively mild winter prevented further attrition.

As winter faded, the supply ships arrived from Gondor. The army, swelled by new recruits who wanted to be sure of their next meal, acted quickly to prevent riots on Tharbad's quays. The Regent resettled a group of troublesome refugees as colonists in Minhiriath. Attempts to resettle Tyrn Gorthad and Fëotar—insurance against a possible Arthadan expansion—enjoyed mixed success. The Regent's enlarged army made forays to clear central Cardolan—especially the North Highway—of bandits and marauding beasts. Minhir monitored suits urged by competitors for Pincess Nirnadel's hand. These gentlemen included King Araphor of Arthedain and the sons of three Hiri.

In T.A. 1411, the Regent faced a new challenge when one of the bandit leaders who held sway in much of the northern countryside declared himself the new Hir of Eredoriath. Throughout the entire period, Cardolan's scattered forces were obligated to guard the realm's frontiers against the possiblity of further assault from Angmar or Arthedain. The outcome for these various ventures, along with the fruits of the labors of Angmarean spies and Arthedainendili, had great import on the kingdom's future.

Normally, the people of Tharbad worry little about politics, but with the death of the King matters changed considerably. Now all conversation centered around the stability *of* the government and the next ruler.

The City Watch

In 1409, two hundred and twenty five footmen patrol Tharbad (half that number in 1643), concentrating on the bridge and the western dikes. Each carries a sword and shield and wears light armor. Peasant uprisings in both eras have stretched the Watch's resources. Because the soldiers must protect travelers from angry mobs surrounding the toll gate, their presence within the city is little more than symbolic. Pickpockets and thugs operate without restraint.

Wayfarers entering Tharbad may expect no protection from the Watch unless they appear wealthy. Any time the gate is opened to admit travelers in 1409, there is a chance (40%) that peasant mobs will use the event to storm the entrance and enter the city. Travelers are rarely exempt from the violence.

The refugee shantytown surrounding the gate is monitored by the Watch for another reason. Bands of highwaymen routinely use the gathered refugees for cover. Within three miles of Tharbad, the danger of ambush is greater than in more desolate countryside.

From the Fall of the Monarchy to the Great Plague

Through the summer of T.A. 1412, the Regent Nimhir succeeded in moving the remaining resources of the kingdom delicately across the chessboard that was Cardolan. He skillfully played suitors and Hiri against each other, until his bitter enemy, the Hir Girithlin, made a bid for power. Girithlin kidnapped Princess Nirnadel, intending to force her to marry his son Falathar, thus giving his claim to the throne some basis. It is not known whether the bizarre plan was inspired or aided by the Angmarean spy Hoegwar. Whatever its source, the attempt ended in worse than failure: it resulted in the death of both the Princess and the Regent, plunging the nation into a bloody civil war between the supporters of Girithlin and Tinarë When the dust settled, the Gondorian legate placed the support of the South Kingdom behind the new ruler—Hir Fëotar—hoping (again) that such would discourage further rebellion and ensure continued maintenance of the causeways and the South Road.

During the next twenty years, Hir Fëotar, who adopted the title of Canotar, or high commander, brought stability to Cardolan on a superficial level, as no new uprisings of significance occurred. The colonization efforts begun in Nimhir's brief reign were successful, expanding the realm's political borders and providing important new sources of foodstuffs and trade items; alum, for example, was discovered in Saralainn in T.A. 1423. Nonetheless, the loss of the last true heir of the King's line worked a subtle yet profound effect on the people and Hiri of Cardolan, undermining their loyalties to ruler and kingdom. By T.A, 1420, the Hirdyr were loathe to contribute more than token assistance to any effort that did not directly benefit their citizens; tax collection became an arduous effort frequently requiring the support of troops or hired mercenaries. Furthermore, much of Tyrn Gorthad, Fëotar, and Eredoriath remained only marginally settled and restored, troubled by many indigenous predators, both man and beast.

The extent to which Cardolan had become dependent on the aid of Gondor grew more apparent during the 1430s, when events further weakened the kingdom's coherence. The Gondorian "Legate's Guard," in theory

lent to the Canotar for special operations, and in practice assigned indefinitely, was recalled in T.A. 1434 at the outset of Gondor's bloody Kin-strife, Ciramir, who for so many years exerted a genteel patriarchal influence over Cardolan, was forced to become a supplicant himself, requesting and grudgingly receiving a commitment of 300 troops.

Angmarean spies in Tharbad, sensing a golden opportunity in this loss of strength, stepped up their efforts, fomenting tax revolts in both Calantir and Saralainn. Lamril, leader of the colony in Minhiriath, was prompted by a strange dream to declare himself "the true voice of the people." Sensing the discontent in the land, though misreading its source until too late, he marched on Tharbad at the head of an unruly mob consisting of pitchfork-wielding farmers, local militiamen from Saralainn, and Dunlending mercenaries angered by cuts in their promised wages. The mob was accompanied by a small, mysterious cadre of mages, led by the powerful, secretive Gaurthuring. This force was stopped and dispersed short of the city, after considerable bloodshed on both sides. During the battle, Lamril discovered Gaurthuring's evil connection to Angmar. Before he could act, he was slain by the treacherous Mage, along with a large fraction of the able-bodied men of the Saralainn—which thereafter fell under the political sway of the southern Hiri.

In the summer of T.A. 1439, an emissary from the Gondorian usurper Castamir arrived in Tharbad. Instead of offering quiet counsel like his predecessor—who had been forced to flee into exile in Arthedain—the new legate demanded substantial annual tribute for Gondor's continued friendship. The Canotar attempted to meet his demand by enacting a set of new tolls and tariffs; the Hiri of Tyrn Gorthad and Girithlin responded by declaring themselves independent of the Canotar's authority; they were able to sustain their claim despite Castamir's donationof two hundred Variag mercenaries, all of whom were slain as they attempted to murder, rape, and pillage in the name of Gondor. Even the overthrow of Castamir and the return of the aged Ciramir from exile could not alleviate the alienation of these wayward baronies. While the Hiri would concur that the danger posed by Angmar was of greater importance than their personal differences, they would no longer swear allegiance to the Canotar.

From this time forward, Cardolan became primarily a geographic rather than a political designation. By mid-century, the "kingdom" of Cardolan was no more than a loose association of largely autonomous baronies. The north was a frequent target of Angmarean raids; Saralainn was returning in great part to a wild state; and Tharbad itself was sinking further under the sway of the devious and dishonest. Though a Council of the Scepter still existed in name, it seldom convened and even more rarely could, agree on a common course of action. The Canotar's holdings, even with the return of token support from Gondor, were reduced to Tharbad proper, Calantir, and varying Hirdyr whose temporary favor he could cajole or purchase.

One of the few matters that gathered the Hiri temporarily under one banner were the repeated attempts of King Araphor of Arthedain to reunite Arnor under his rule. An expeditionary force sent into Cardolan by Araphor in T.A. 1455 was the first of several such ventures he undertook during his long reign, which ended in T.A. 1589. The postures of the combatants varied considerably from war to war; some Hiri actually fought for Arthedain during some of these conflicts. Araphor learned quickly, and painfully, however, that his alliances with the Hiri of northern Cardolan were built on mud and quicksand, usually disintegrating at the first opportunity for selfish advantage. While the Cardolani states were able to ultimately repel all of Araphor's advances, every skirmish further reduced the already few Dúnadan in the country.

The Great Plague which swept through Eriador in T.A. 1636-7 damaged Cardolan more than any other region. Tharbad had always been as much a breeding-ground for disease as for thievery, enhanced by the swampy environs of Nîn-en-Eilph; the plague, once carried into the city, spread rapidly downriver. More than half of Tharbad's inhabitants, and almost as much of the population of Minhiriath, died in the months that followed. The disease mysteriously wreaked its greatest ill against the Dúnedain. Scarcely more than a handful of each of the remaining noble *families* survived, virtually guaranteeing more disputed successions and more petty wars.

In Later Years

By the end of the 17th century, Cardolan is virtually finished as a civilized, settled country, possessing only a string of fortified villages along the Gwathló to provide a small trickle of foodstuffs and commerce to Tharbad. Some trade still comes south from Arthedain, the Ered Luin, and even Angmar and Rhudaur, but caravans are rare and profits meager over the difficult and dangerous highways.

The Old South Road continues to be an important trade route until the death of King Arvedui of Arthedain and the failing of the last of the northern kingdoms in T.A. 1974. The disappearance of any remnant of central government or military from Cardolan means that those who venture beyond the walls of the isolated settlements become prey for highwaymen. Tharbad, fallen into ruin except for the old south quartet of the city, is a teeming den of thieves, rustlers, pirates, unscrupulous traders and merchants, and ne'er-do-wells of all description.

After the fall of Arthedain and the termination of the royal line of Gondor, traffic along the north-south route declines greatly. The road itself is no longer maintained and falls into ruin in many places. The Eriadorans of the Gwathló settlements hold on to their villages in ever-dwindling numbers until the Orc Invasion of T.A. 2720. Those villagers who refuse to leave their homes are slain;

the remainder flee and take up life among the coastal peoples. The folk of Tharbad, protected by their swamps from everything except poverty, retain their connections with the coastal peoples, the Bree-landers, and in later years with the newly arrived Men of Rohan. Local tales assert that a number of doughty warriors from the area of Tharbad participated with distinction in the many battles between the Rohirrim and the Dunlendings that occurred between TA 2699-2759; of course, in the later conflicts, it is far from certain on which side the Tharbadians fought.

In its declining years, Tharbad is little more than a town among the ruins, its fields protected by the old crumbling walls. Tharbad is completely deserted after the great floods of T.A. 2912, when the Gwathló overflows the now decrepit dikes and rushes through the tattered buildings and streets. Even the island of Tharbad is submerged, and the Great Bridges that had survived without maintenance for almost a thousand years are undercut and broken by the torrent. The last of Tharbad's residents are forced to depart in great haste. The lands around the city lapse rapidly into wild fens, filled with snakes, alligators, and other swamp creatures. In the latter days of the Third Age, spies of Saruman, the Black Riders of Mordor, and Boromir of Gondor all make the treacherous passage through Tharbad, which by then consists solely of the crumbling remains of the causeways, broken buildings on dwindling mounds, and a dangerous ford formed by the ruins of the bridge. Others also make the crossing during this time, fleeing the wars in Gondor, carrying messages north or south, or sifting through the last remains of the once-great city for items of value left behind from an earlier era.

Following the defeat of Saruman's invasion of the Shire in T.A. 3019, many of his leaderless men take refuge at Tharbad, seeking to make it a base for banditry. The rogues are driven out by King Elessar's Messengers in the 3rd year of the Fourth Age, Beretar, the King's Regent in Arnor, makes his home in Tharbad for a time. He oversees a cadre of Gondorian soldiers and engineers. Their labors slowly reclaim the city from the fens.

TOWER HILLS

When the Gulf of Lhûn was formed by the great cataclysm that split the Blue Mountains at the end of the Elder Days, a portion of the range's foothills were severed from the rest. Since they were east of the mountains, the shifted cluster of hills were declared part of the lands of the Siranna Elves. Gil-galad, nevertheless, built one of his twin ports on the western side of the hills, and placed three beacon towers on their crests. They became known as the Emyn Beraid (S. "Tower Hills").

The Númenórean Faithful, with the permission of Gil-galad, used the towers on the Emyn Beraid as observatories. Elendil modified the tallest of them, Elostirion, permitting it to house a Palantir. The Stone looked only westward over the seas, towards drowned Westernesse and Valinor; both Elves and Dúnedain had the use of it.

In negotiations that set the boundaries of Lindon and Arnor at the beginning of the Third Age, the Siranna Elvish province of Siragalë was joined to the Dúnadan Realm. The Tower Hills became a religious refuge for the more aesthetic of the Dúnedain. The Kings, as time passed, visited the Palantir less and less, and many forgot that the Seeing-stone was there.

In later Years

The next mention of the Tower Hills in Dúnadan lore occurs when Aranarth bids his companions to take the oath that forms the Rangers of the North. Their vows ate spoken in Elostirion before the one remaining Palantir in the North. There being nothing in the Emyn Beraid of practical use to the surviving Dúnedain, the hills are left to slip into legend.

As more and more of the Sirannar flee on the ships bearing the Elves over the sea, Old Sylvana, between the western boundary of the Shire and the Tower Hills, is gradually emptied of population. Aragorn II, who travels most places in Middle-earth, knows this well; in consultation with the Lords of the Elves, he grants the abandoned land to the Hobbits as the Westmarch of the Shire in F. A. 31. Fastred Fairbairn and his wife Elanor Gardner, the daughter of Master Samwise, are made Wardens of the Westmarch. They live in the new village of Undertowers, where the Menatar Romen climbs the eastern slopes of the Tower Hills, passing within sight of Elostirion.

TROLLSHAWS

See RHUDAUR. Nominally just the rugged central part of the country, but Eriadorans seldom make the distinction.

TYRN FORMEN

Sindarin name for the NORTH DOWNS. Seldom used after the fall of Arthedain, even by the Rangers.

TYRN GORTHAD

Tyrn Gorthad is the Sindarin name for the Barrow-downs, as well as the name of the Cardolani baron who has had the rule of them through the Second and Third Ages. The baron's chief town and capital was Fealond, on the northern end of the Gap of Andrath. Fealond evolved as a spiritual haven for those Dúnedain who wished to build tombs in the downs or simply to study or meditate there. After the division of Arnor, the Cardolani fortified the northern reaches of the downs along the Great East Road and erected a wall and hedge to ward off incursions from Arthedain. Minas Mal loth, the Tyrn Gorthad's chief fortress, was east of the Men Formen on a high ridge of the South Downs. It became the heart of the Cardolani border defense.

In T.A. 1409, the Witch-king attacked Amon Sûl and drove King Ostoher westward through the downs towards Fealond. The King built a fortified camp on the downs just above the town, expecting that the Angmarim would not readily approach such an ancient holy site. He was wrong. The Troll Warlord Rogrog led a night attack



A King's barrow

that destroyed Ostoher's army and leveled Fealond. The Hir Tyrn Gorthad died in the battle; his son abandoned Minas Malloth and fled north through Bree. An Arthadan force recaptured the fortress a year later, but Fealond was never rebuilt. The downs to the east, traditionally ruled by the Hir Tyrn Gorthad, were depopulated and continually drew Orc and Warg raiders from Angmar and Rhudaur. Andrath, a town ruled by the Princes of Dol Tinarë, became the sole focus of spiritual life in the region, and the Hirdor of Tyrn Gorthad was impoverished.

For all the troubles of their guardians, the ancient burial places of the Kings of Arnor remained a safe stopping place on the way to Bree as recently as the 1630's. Yet, Dark Priests were even then burying cursed stones and amulets throughout the hills. The religious orders located in Andrath or near the citadel at Minas Malloth, and in small monasteries on the downs themselves, were just beginning to understand the nature of this conspiracy when the Great Plague struck. While the Cardolani clerics were struggling with the epidemic, the first Wights appeared in the barrows. Even at that point, it seemed there might be a way to halt the curse of the Undead from spreading. Bruggha, the Targ-Arm of the Hillmen of Rhudaur, killed that hope. In T.A. 1639, he initiated a winter raid in which the clerics and other loremasters gathered at Andrath were slaughtered in revenge for a petty slight the Targ-Arm felt he'd suffered at the hands of Prince Hallas of Dol Tinarë.

The contamination of the barrows was completed by the end of the next winter. Damage to the morale and prestige of the northern Dúnedain was immeasurable; any hope of stabilizing the political situation in northern Cardolan vanished. Pelendur, the Hir Tyrn Gorthad, emptied the last coins from his treasury to pay off his mercenaries, while the majority of his subjects fled southward. Travelers and caravans moving through the haunted downs positioned torches and holy sigils around their camps to ward off evil.

In T.A. 1643, the Hir Tyrn Gorthad is entirely dependent on Arthadan subsidies. Gamuthill, at the junction of the Men Formen and the road to Minas Malloth, is the only sizable village in the barony. Andrath lies in ruins, and the Ernil of Dol Tinarë no longer cares if the Hir Tyrn Gorthad rides through it to reach his few mannish and Halfling subjects living among the southern downs on the edge of the Old Forest. Hir Pelendur and his sister Pelenwen still search for a means to reclaim their lands, but they know they are failing. If no miracle occurs, the Barrow-downs may soon be left to the Wights, and another Dúnadan realm will fade into memory.

GM Note: *The barrows and their denizens are described in detail in Section 14.1. They remain haunted until the fall of Sauron, after which the Wights are sufficiently weakened for a permanent exorcism.*

TYRN HYARMEN

(S. "South Downs")

The South Downs mark the southern edge of the Eriadoran upland. Once the province of Cardolani shepherds, they are now virtually deserted and a primary infiltration route for Orcs and wolves of Angmar penetrating into Cardolan, Oomaug, the Wolf-rider Chieftain, maintains caches of supplies and secret hiding places all through the downs.

UDANORIATH

Of old, the frontier regions of northeastern Arnor, where the Oiolad gradually rises into the Rammas Formen and the plateau between the arms of the Hithaeglir, were called the Northern Marches. Barad Eldanar, set in a shallow valley within sight of the Nan Angmar, was the provincial capital. The Vale of Eldanar and similar fertile pockets permitted the growth of fairly prosperous villages and towns. With the coming of the Witch-king and centuries of war, all of this has been lost. The Northern Marches are now more commonly called En Udanoriath (S. "The No Man's Land"). Orcs are the primary occupants of the land. Their fortified, half-buried steadings can be found where once stood the cottages of Men.

The forces of the Witch-king have built or repaired a series of watch-towers and outposts in En Udanoriath. The fortifications have two purposes: they guard against infiltration by Dúnadan rangers and spies, and they serve as bases for raids and sorties into Arthedain. Orcs garrison most of the posts; only vital points house mannish soldiers. All have signal beacons for communication with the other outposts. They also send messages using riders, runners, wargs, crebain (crows), and bats.

Four of the towers are of particular importance to Angmarean communications and supply. Mindil Cargash and Barad Eldanar are described in this section under the entry for ANGMAR, since they are close to the Witch-king's main line of fortification.

Dol Gormain. The keep is sixty miles west of Eldanar and only twenty miles from the Arthadan frontier. Once the heart of the Arthadan defenses (after Eldanar fell to the Angmarim), it is far too large for its current garrison of Thrakburzum Orcs. Rangers of Arthedain periodically steal food from its storehouses while on long scouring expeditions.

Mindil Kepich. Situated amidst icy bogs where the river Angsîe turns north to lose itself in the Forodwaith, Mindil Kepich is known to the Angmarim as the "Tower Forlorn." Sixty miles from Carn Dûm or any place else of note, it is commonly used as a dumping ground for soldiers who have quarreled with their superior officers. The garrison, which spends most of its time repairing frost damage on the local roads and the bridge over the Angsiril, is consequently troubled by low morale.

VINYALONDË

The primary port of the Numen6reans in mid-Second Age Eriador. It is described in Section 14.2.

WEATHER HILLS

See WEATHERTOP.

WEATHERTOP

"The land before them began steadily to rise again. Away in the distance eastward they could now see a line of hills. The highest of them was at the right of the line and a little separated from the others. It had a conical top, slightly flattened at the summit.

"That is Weathertop,'said Strider. The Old Road, which we have left far away on out right, runs to the south of it and passes not far from its foot. We might reach it by noon tomorrow, if we gp straight towards it, I suppose we had better do so.'"

The Fellowship of the Ring

History

In the beginning of the days of the sun, the people known as the Edain, following a path taken ages before by the fathers of the Elves, dared the passes of the Misty Mountains and entered the vast basin of Eriador. They picked their way through the broken foothills west of the mountains and crossed the valleys of two dangerous, tumbling rivers. Beyond the river vales, they found a flat, stony, near-barren prairie. On the horizon, their hunters spied a great conical hill, standing tall against the storms that passed over from the west, giving them hope of a more inviting realm beyond the dry plain. The Edain found forests and green pastures beyond the promontory and settled there for a time.

The peak that loomed over the plains of Eriador was rocky, dry, and windswept. Only a few trees and shrubs gripped its flank, primarily in dells and ravines where rainwater collected or seeped out from its porous limestone heart as small springs. No Men would dwell on the hill, but a circle of stand ing stones, called "Bereg's Watch," was set at its peak and a high granite platform was built so the shamans of the Edain could look upon the lands and call to the spirits of the winds to bring them rain and peace.

In the end, the restless Edain traveled onward to Beleriand to meet their destiny fighting in the wars between Morgoth and the Noldor. Southron clans migrated from the foothills of the White Mountains and settled various parts of Eriador, The southerners feared the gods they worshiped; they believed that the great hill was the home to a spirit of storms. They called it Storm Hill, and Weathertop. They believed that the entire world could be seen from the promontory's peak, bur that an evil fate would come to anyone who climbed it.

For most of the Second Age a few wandering shepherds and Elves were the only inhabitants of the Weather Hills, the long line of lesser peaks and ridges that stretched northwest from Weathertop. In S.A. 1693 the stones of Bereg's Watch were toppled by the invading armies of the Dark Lord, leaving the hill country more desolate and Weathertop more eerie than before. The ancient races evolved into the Eriedain, the Eriadorans, and the Brerion (who became the Bree-folk). In the wake of Sauron's invasion, the latter people moved north into the fertile pocket of land west of the Emyn Sûl, but they felt no love for the hill country itself. In later centuries, Númenóreans arrived, religious refugees who dwelt for a time atop the ancient hills, but eventually moved to other havens of their peoples to the northwest and south.

This indifference changed at the end of the Second Age. Elendil had decided to build the Great East Road, the Menatar Romen, along the well worn trail that the old Edam used many millennia past. To secure this vital path of trade and communications, he erected a mighty watchtower upon Weathertop, incorporating in it the stones left by the ancient fathers of his race. The Elendili knew Weathertop by its Sindarin name, Amon Sûl, the "Hill of Winds," and the Weather Hills were called the Emyn Sûl, the "Wind Hills."

The Tower of Amon Sûl, S.A. 3320 - T.A. 1409

The tower of Amon Sûl, isolated and far from any dangerous frontier, became a haven for astrologers and other mystics. The Palantir that Elendil placed in the tower fulfilled the claim of the ancient migrants, because it was used to watch over the whole of the kingdom of Arnor and much of the world beyond.

From the tower, the High King witnessed the arrival of Gil-galad's army in the time of the Last Alliance. Not incidentally, the mighty spire, whose light could be seen some hundred miles away on the Menatar Romen, also served to intimidate the Eriadorans who had so recently accepted Elendil's rule. Outer walls, gardens and orchards, and a dry moat were added to the complex, and a secret escape passage was built leading almost four miles northwest to a hidden cave at the foot of a lesser hill. It was by this route that the Palantir was smuggled out in T.A. 1409.

No town ever sprang up around the barren base of Amon Sûl, although a village was established on the northwest approach to allow visitors and horses to rest and carts to be repaired for the long haul up to the fortress. Springs from Weathertop supplied water to the village and to the source-streams of the Nen-i-Sûl on the opposite side of the citadel.

Even the skills of the Dúnedain could not make the Emyn Sûl flower. Since water was easily obtained around the hills and downs, the grassy pastures were given over to the grazing of sheep and cattle. In a few fertile valleys and basins—between and below the ridges—grain and vegetables were cultivated. Three noble families shared the governance of the Emyn Sûl; Amon Sûl itself always remained a personal fief of the King,

When Arnor was divided in T.A. 861, Amlaith, the eldest heir of the House of Elendil, gained the possession of Amon Sûl. The nobles of the Emyn Sûl swore loyalty to his kingdom of Arthedain, while those of En Eredoriath to the east and south cast their lot with Rhudaur and Cardolan. Amon Sûl gained the year round presence of a Warden of Arthedain, Formerly a retreat for seers, the tower now had to function as a fortress: located at the junction of the three sister realms, all three Kings desired it and the Palantir it guarded.

Visible southeast of the hill, beyond where the Nen-i-Sûl passes under the Menatar Romen through a culvert, stood a pillar called the Seroneldëon Tarma (Q. "Three-friends' Pillar") marking the junction of the divided Dúnadan kingdoms. The forces of Angmar pulled it down in 1409, but left the broken stone lying within sight of the road. By then it had already acquired its permanent nickname; the merchants who braved the dangers of the Menatar Romen in those dangerous years called it the "Three-fools' Stone."

GM Note: *The Three-fools' Stone removes* Fear *and* Cancels Essence *at 10th level once on every person who touches it. It also cures 2-20 points of damage and relieves pain and exhaustion. Any evil being touching the stone suffers the reverse of these effects.*

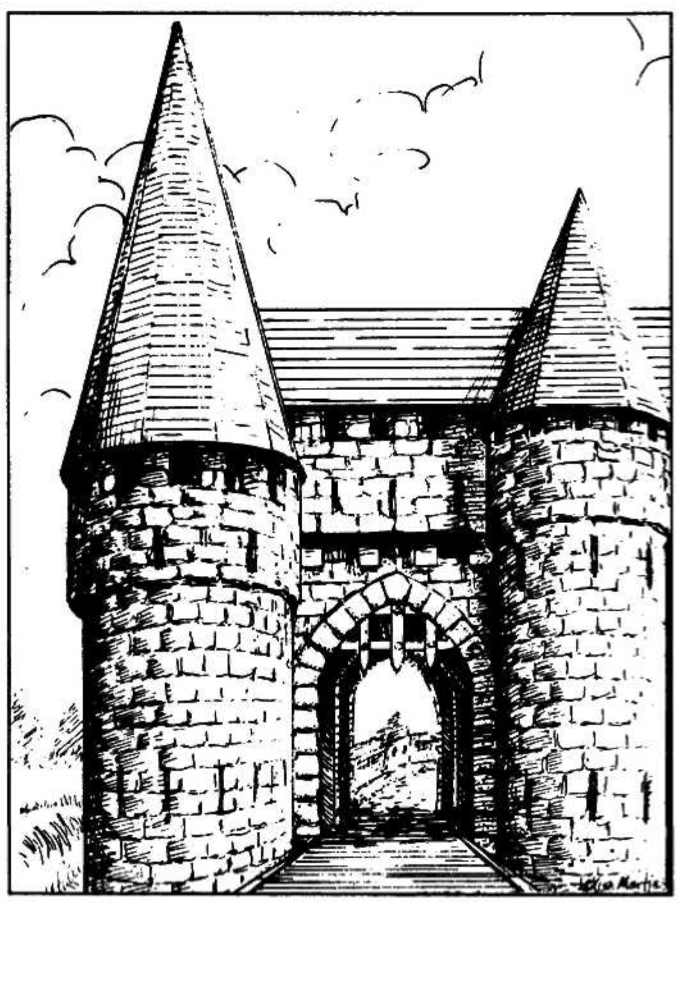
In the mid-fourteenth century, Rhudaur fell under the influence of the Witch-king of Angmar; Argeleb I of Arthedain then claimed the rulership of all the Dúnedain of Rhudaur, and belied his own claims by fortifying the flanks of the Emyn Sûl, once the peaceful heart of Arnor, against the threat from the east. In T.A. 1356 the Rhudaurim—insulted by the construction, goaded and aided by Angmar—attacked with all the force they could muster. Argeleb died in a sally on the northern flank of Weathertop, but his son, Arveleg I, defeated the invaders and completed the defense works.

Arthedain and Angmar lay closest together far north of Weathertop, along the Rammas Formen, and in the long wars between the two realms that land was the common battlefield. However, the Hillmen who had taken the rule of Rhudaur were still dangerous; the Lone Lands were abandoned, and the Emyn Sûl were never again a safe pasture for the Elendili.

Fifty years after the fall of Rhudaur, the Witch-king dropped all pretense of negotiation and made his first great effort to exterminate the Dúnedain. In the winter of T.A. 1408-1409, the Lord of the Nazgûl secretly moved his forces south into the Angle and stripped the land of its harvest and herds. The great rivers froze seemingly at his command, and the greatest army seen in Eriador in a thousand years marched west to besiege Weathertop. The Witch-king's magic broke the gates of Amon Sûl; he drove an Arthadan-Cardolani army westward, slaying both nations' Kings and overrunning the Emyn Sûl and eastern Arthedain.

The Witch-king hoped to permanently erase the memory of the Elendili from the lands he'd conquered. His Orcs burned and leveled the fortress of Amon Sûl and every other tower and village along the East Road. They hunted the people like beasts through the hills, slew their cattle, and ruined their wells and gardens. When the armies of Círdan of Lindon and the new King Araphor of Arthedain drove out the Angmarean forces, little remained for the Dúnedain to reclaim.

Araphor reorganized the remnants of the Arthedain in the aftermath of the war and consolidated his rule of the ruined lands. In T.A. 1412, Durlin of the Water, the last surviving male relative of the three families that had ruled the Emyn Sûl, was raised to the rank of Aroquen and given a fief encompassing all southeastern Arthedain. His grandson, Raimáro, still governs in Oiomíril, holding the line of



Lower gate of Amon Sûl

T.A. 1643

The Weather Hills mark roughly the midpoint of the great basin of Eriador. They run some ninety miles northwest to southeast. The southmost and highest peak is Weathertop, which stands nearly a thousand feet above the plains. There is still sufficient grass on the hills for grazing sheep; small patches of woodland grow in the vales and catch-basins around the ruins of abandoned farms. Gypsum, flint, and onyx are found in the clefts and rock falls of the hills in small quantities; the remaining inhabitants still work a few small mines.

Most dwell near the keep of Minas Galanna and the village of Occum on the Men Formen, well west of the hills. There are, however, scattered steadings among the Emyn Sûl wherever good water and farmland occur. Herdsmen and shepherds run their flocks over the rest of the country. The fiefs lord oversees the quarries and mines in the northern reaches.

There remain less than a score of true Dúnedain in the entire fief of Oiomíril. The population of the vale of Minas Galanna and the majority of the people of Occum are Eriadoran commoners. The farm families of the hill country and Nan Turnath also stem from this heritage. The shepherds of the Emyn Sûl are primarily Dunnish, most of them rootless wanderers without homelands or clan ties.

The Fief of Oiomíril

Oiomíril is, in sheer expanse, one of the largest fiefs in Arthedain; it includes the Weather Hills, the uninhabited Midgewater Marshes, the village of Occum on the Men Formen, and that part of the Nan Turnath lying between the hills and the North Road. Raimáro, its lord, rules from the keep of Minas Galanna at the northern end of the Emyn Sûl. The citadel stands only fifty miles southeast of Fornost Erain, along the road called the Men Sûl. Raimáro's
desmesne includes three smaller towers located along the ridge of hills, one every twenty miles: Barad Thoron, Barad Emer, and Barad Narn. They are connected by a military road, an extension of the Men Sol, that runs along the eastern slopes of the Emyn Sûl. It lies atop a series of dikes and terraces, the Rammas Sûl, intended to deter raiders from En Eredoriath to the east. The dikes have eroded over the years since Arveleg I built them, and the Rammas Sûl can by bypassed at its southern end, because no permanent outpost has been constructed among the ruins on Weathertop,

The Soldiers of Oiomíril

Raimáro is oathsworn directly to the line of Elendil, making him one of the fifty six Ereter, the independent feudal lords of Arthedain. As Aratar of Oiomíril he commands his own military force, the Dagarim Aratar Oiomíril. By law, every man on the fief is subject to the feudal levy and part of the Dagarim, but the core of the lord's battalion are his warriors, the Rhivilyr. Because Raimáro guards a long stretch of frontier, he has need of an unusually large number of soldiers; his treasury recieves a subsidy from the King to cover much of their expense. The Aratar's eldest son and heir, Pilindur, is his chief captain, senior among three Arequain. Raimáro's brother, Belegdur, the captain of Barad Thoron, is second in authority. And Belegdur's son, Bragol, the magistrate of Occum and captain of Dol Occum, is third. Three others complete the fief's chain of command: Merveleg, the Aratar's seneschal, who is also captain of the garrison of Minas Galanna; Fainahíril, captain of Barad Emer; and Drocca, captain of Barad Narn.

One hundred and sixty warriors bear the responsiblity for patroling the borders of the fief. Because Oiomíril is large, all normal patrols are mounted, even though most of the Rhivilyr are trained as footsoldiers. Dol Occum and each of the three hill-towers house three Tulkairim (infantry squads) of six to nine Rhivilyr. Barad Thoron, Barad Emer, and Barad Narn each serve as home to some fifty peasants who tend the towers' herds and gardens, as well defending the walls in need. The Tulkairim take turns running three day patrols through their sections of the fief. Minas Galanna is garrisoned by six Tulkairim of infantry and three of cavalry. At any given time, one third of these are on patrol; another third acts as castle garrison; and the final third occupy themselves with non-military duties. Raimáro employs a dozen rangers, the Maronog who serve as his scouts and spies.

People of Interest in Oiomíril

Raimáro, Aratar of Oiomiril, is a tall, stately man, a pure-blooded Dúnadan who won glory fighting by King Argeleb's side in the wars. He, like Argeleb, has declined since the plague years. He lost his wife, Iliniel, and one of his daughters to the affliction, and has not ventured forth from the vale of Minas Galanna in recent memory. He is not on good terms with his sons, and nurses suspicions of their ambitions.

Pilindur, the older son, is tall like his father. His demeanor is one of dignified suffering. He administers the fief, consulting the Aratar only when necessary; he is quite competent, but considered somewhat of a skinflint. Having reached his sixtieth year, he occasionally reveals anxiety to gain his inheritance before he is enfeebled by time. In the meantime, he conserves the fief's resources, claiming to do so for the sake of his three children, none of whom have yet achieved the age of maturity.

Tielaglór, Raimáro's younger son, is in his twenties, vigorous, rash, and somewhat foolish. He resembles his late mother, with pale hair, a slight build, and lean features. He is on terms of friendship with most of the Maronag, and has the necessary skills to masquerade as a commoner and go out with the rangers. Pilindur dislikes this practice; the Aratar himself would forbid it, if he knew the risks his son was taking. Tielaglór corresponds regularly with Esgaltur Lussiril in Fornost, feeding him useful information about local matters in exchange for pointless court gossip and advice on fashion.

Belegdur of Minas Thoron is nearly as old as his brother, the Aratar, but remains very much a sleepy non-entity. He is content with the rule of his border tower and willingly follows what he considers to be his brother's conservative policy. His loyalty puts him at cross-purposes with his nephew Pilindur, as the heir has fallen into the habit of making decisions without consulting his father.

Bragol, magistrate of Occum and Raimáro's nephew, is popular and efficient. He and the seneschal Merveleg are conspiring to embark upon substantial public works in Bragol's desmense. Pilindur's reluctance to spend money must be foiled. Outmaneuvering him will be difficult, especially since he has learned that the magistrate accepts coinage from merchants in exchange for stronger escorts on the Men Formen.

Seneschal Merveleg is a mixed-blood, lesser Dúnadan. He fought beside Raimáro and Belegdur in his youth, losing half his left arm and earning their trust. He is on bad terms with the narrow-minded Pilindur, but prefers to subvert policy decisions with which he disagrees rather then openly argue them.



Fainahíril of Minas Emer is a middle-aged Cardolani woman.Startinghercareerasamercenary,she has achieved her present stature in spite of gender, profession, and heritage. Her success is due to skill and long, faithful service to Oiomíril. Fainahíril is near the end of her child-bearing years; she holds a magical charm that guarantees her a healthy set of triplets, if she can decide on a father for them. Her husband and true love died years before she attained her current rank; she is inclined towards finding a gentleman to sire her children who will not dawdle around to see her bear and raise them.

Drocca of Barad Narn is a Northman, a valiant, grey-haired ruffian who despises any sort of scholar, especially seers and magicians. He has, in recent months, initiated a program of aggressive patrols along the edge of the Oiolad and the Menatar Romen. His vigor has expanded to the maintainence of a small watch-post on Amon Sûl itself. The practice is forbidden by the Aratar, because such attempts in the past have triggered fierce reactions from the Angmarim. Drocca is, in this case, stretching his authority to the limit.

Gendar the Tinker is a dark, thick-browed, stooped commoner who sells and repairs metal-work throughout southeastern Arthedain. He travels often to Bree, but owns a house and shop in Occum. As one of the Maronag, he reports regularly to Bragol. He occasionally sells information to the spies of both King Argeleb and those of Angmar. If ever he discovered his treason to be other than a nuisance to the enemies of the fief, he might confess his crimes and demand penance.

Dene Wellside and Leosuntha, his wife, are cheese merchants; they purchase cheese, butter, and milk from the farmers and shepherds of the fief and sell the foodstuffs in the towns and manors along the royal road. Their pack mules can often be scented long before they are seen. Both Dene and Leosuntha are of Northman blood, blonde and fit, cheerful and prone to singing. They get along well with Eriadoran and Dunnish folk, which makes them excellent members of the Feryth Oiomíril. They report to Merveleg and Drocca. Dene was held captive by Orcs when a child; at times, he is seized with the compulsion to slay a few goblins to relieve the strain of his memories. If the fell mood strikes him quickly, Leosuntha must make excuses, collect provisions, and try to catch up with her mate On occasion, she has tracked him all the way across the Oiolad, hoping that his compulsion won't lead them both to their dooms.

12.0 CITIES AND TOWNS

This section details the important cities and chief trading towns of Eriador. Other significant Third Age cities (not described here) in this part of Middle-earth include: the Grey Havens, which are not readily accessible to adventurers; Carn Dûm, described in ICE's *Empire of the Witch-king,* and Khazad-dûm, described in ICE's *Moria.* Important Second Age centers include the Noldo citadel of Ost-in-Edhil, found in ICE's *Lórien;* and the Númenórean ports of Vinyalondë and Lond Daer, described in Section 14.2, alongside the layouts of their Third Age ruins.

12.1 ANNÚMINAS

The contrast between the former and current capitals of the kingdom of Arthedain is stark and foreboding—one is dead and the other vibrant with uncharacteristic militarism. Set like a jewel upon the southern shore of Nenuial (Lake Evendim), Annúminas—the first and only capital of Arnor—once shimmered against the nighttime sky, its many festive torches a glowing marker for all traveling the North Kingdom. Little remains now but chipped, stone blocks and collapsed pillars; the faint outline of a great city stretches across the windy hills on Nenuial's shores. At night, Annúminas is a haunting, desolate, dark place offering haven and direction to none.

ANNÚMINAS IN T.A. 1409

GM Note: *This description is keyed to the map of Annúminas on the color insert.*

Annúminas changes little through the first centuries of the Third Age. Its expansive design is never compromised by the overcrowding that normally occurs in a capital city; strict regulations prevent slums from developing, and most of the city's laborers live in respectable apartments built with royal funds. Vice and unsavory behavior remains private or is taken to outlying villages to escape the eyes of the city watch. Dol Caras (S. "City Hill") upon which Annúminas stands is solid limestone; an excellent sewer system carries waste southeastward into drain-fields just above bedrock and well below the actual surface of the surrounding pastures and croplands. Only the city's lake shore has direct storm drain outlets. A system of cisterns provides most of the water supply for the upper city (#1 - #5 and #7 on the map key), while the lower portion taps wells fed by Lake Evendim.

Elendil's capital was designed without walls; their absence was a matter of great pride to him and later monarchs. The defense and policing of Annúminas stems from five guard towers, the Beraitirion, situated at the primary approaches to the city. The towers and the palace are garrisoned by the Beraid Tirrim, a professional military force. It is similar in organization to the Citadel Guard (Rembar Tirrim) in Fornost; the rest of the city government is similarly duplicated in the eastern capital. While Annúminas and its hinterland have never taken on the bustling, busy atmosphere of great trading and governmental centers like Tharbad in Cardolan or Osgiliath in Gondor, the land around it is prosperous. Farms and estates—both large and small—cluster all around the city. Villas belonging to great lords dot the surrounding hills, providing nobles an idyllic place to rest when visiting the capital on business. The Esgarnen (S. "Bay of Reeds") adjacent to Annúminas, from which the River Baranduin exits Lake Evendim, is too shallow for docking anything but small boats and barges, so small artificial harbors are maintained in lesser bays west and north of the city proper. Boating remains a favorite pastime of the Annúminili throughout the city's history, and most festivals are highlighted by colorful sailing and rowing races, many of them with royal participants.



A street in Annúminas

The vast majority of the Annúminili carry no weapons, and martial displays are frowned upon. Jousts and military contests are considered to be in bad taste, something more suitable for the bleak, depressing citadel city of Fornost. Dueling and brawling are considered the province of drunken laborers, and anyone wandering the streets in armor can expect to be accosted by the watch or guard and questioned. Seers, healers, alchemists, and ma-

gicians can always be found in Annúminas, the lesser sort operating small shops, the better ones dwelling in fine houses and taking business only by referral. Scribes and scholars are also common, and students from all over western Endor come to Annúminas to learn from renowned mannish and Elvish loremasters. The Great Common (#4) on Dol Caras is the center of intellectual activity, but political and cerebral ferment can be found in any garden, tea shop, or gallery. Artisans live largely in the lake shore community, and religious mystics dwell on the north bank of the Baranduin, preferring houses and towers in the woods called Taur Edain, beyond the ancient barrows overlooking the lake.

1. Royal Halls (S. "Elerínarond" or "Star-crowned Dome"). The Palantír of Annúminas rests here. The palace is no fortification, but simply a great house built of grey granite among green lawns. Most of the structure is roofed by a single large dome clad with black marble facing. The surface is strewn with silver, gold, and red laen stars that catch and store the light from their heavenly namesakes during certain seasons of the year. The dome glitters at night (using the stored light), providing an easy reference to local star-gazers and overawing even the most jaded visitor. Once the royal family and most of their advisors dwelt within these walls. With the passage of years, the Kings of Arthedain have spent more and more of their time in Fornost, dealing with military matters. The Guardians of the Palantir do, of course, reside here as long as the Seeing-stone rests in its special chamber high up under the dome; regardless, the Elerínarond is now more of a museum and scholarly retreat than anything else.

2. King's Star-tower. Almost two hundred feet tall, with a magnificent view of Nenuial. The topmost room boasts three of the largest telescopes in Endor.

3. **Royal Library.** The finest available to Men, excepting possibly that of Osgiliath, Three stories high, but its largest rooms are underground, where the dry limestone of Dol Caras insulates the most fragile volumes against the vicissitudes of northern climate. Only the most privileged of scholars have routine access to its rooms. Others need a royal or noble patron.

4. Great Common, A center for gossip, sports, and politics. The open ground is interspersed with stone benches and forums for group meetings and theater. The buildings along the northern side hold the administration of the monarchy, while those along the southern side are the town-houses of the most important nobles and officials, including the Royal Mayor. The eastern and southeastern edges are reserved for commerce, although wandering sellers of food, wine, and beer can be found anywhere.

5. Street of Terraces. The residences along the middle and lower reaches of this street are traditionally owned by the most elite of the city's seers and spellcasters. The Istari Saruman and Gandalf rented quarters here for a time after they first came to Middle-earth.

6. Old Quarter. Literally the oldest section of the city, and the only one with buildings designed by other than the Royal Architects. An Eriadoran village stood on this spot in the late Second Age, trading in the bounty of the lake and providing servants for the Dúnadan astronomers living on the Dol Caras.

Rubormyrax, the peculiar fellow who runs the Augury, an alchemy and herbalist's shop along the river, is the oldest resident of Annúminas. A Peredhel of Silvan and common descent, he believes himself to be a blood-wraith. Rubormyrax sleeps in a homemade crypt in his cellar, avoids running water and fire, and eats his meals cold. Once a month, he walks out under the full moon, convinces himself that he is too guilt-ridden to take a mannish victim, and drinks the blood of a sheep instead. This would be a harmless enough bit of insanity, save that a Dark Priest, Mercaver, is now one of the only three people in Annúminas who know Rubormyrax' secret. Mercaver, an Angmarean spy, has murdered three others who possessed the knowledge, and when he is the Peredhel's only remaining "friend," intends to use him and his considerable knowledge of the city to penetrate the Royal Library and the Elerínarond. If anyone can trick Rubormyrax into eating an apple spiked with cloves or bathing in a stream or river, the curse that caused his condition will be dispelled. Then Mercaver will stand in peril; Rubormyrax is more ancient than he knows, and he has powers and skills that even true Undead could not match.

7. Upper Quarter. Dwelling place of the city's gentry and merchants. The more prestige they have, the closer to the Royal Common they live. The wood just beyond the last row of houses on the edge of the hill is the favorite trysting place for young swains and maidens.

8. New Quarter. Home of the city's shopkeepers, artisans, lesser civil servants, and workers. Most of the buildings in this neighborhood house several families, the result of the strict building codes and limitations enforced by the Royal Mayor,

9. **Caras Edain.** A first stopping point for travelers from the east, and site of the city's only two cheap inns. An Adan village stood here in the First Age; barrows dot the ridge to the east. The road up the hill leads to the Taur Edain, a forest that serves as the chief source of firewood and timber for the city. It also provides secluded locations for religious retreats.

10. Lawn of Heroes. Burial sites for those who have died in the service of the kingdom.

Ruins of Annúminas, T.A. 1643

The city and all the constructions around it are utterly destroyed by the Witch-king's forces in 1409. Only a few locations are of note in the years after.

1. Royal Halls. The Elerínarond has fallen, and the Palantir was removed to Fornost. Scavengers have secured most of the precious objects, metals, and jewels from the dome, but a few remain if anyone has the organizational skills to set up a crane under cover of darkness and quietly clear out a few really large boulders before the local lord gets wind of the operation.

Under one boulder lies the body of Urgregim, an Olog who was crushed by the falling walls of the palace. In exchange for a giant ebony skull-medallion that gave Urgregim the strength to crush a building with a single blow of his club, the Witch-king put a geas on the Troll that does not allow him to die until Arthedain falls. Urgregim has been in considerable pain these past 234 years. If he is released, he exact vengeance from anyone in the immediate area; his second priority will be staying alive long enough to achieve his goal of slaying the rulers of both Arthedain and Angmar.

Another boulder covers the revenant of Emerithil the Dark. He was commander of the Tirrim Aran under Arveleg, the King of Arthedain who was slain in the defense of Amon Sûl in T.A. 1408, "Guilt-ridden, he swore never to rest until the last of the Witch-king's minions were slain or driven out of Arthedain. Urgregim dropped an enormous slab on Ementhil while he was trying to cover the escape of some of his soldiers' families from the burning royal palace. Emerithil's will held his spirit to his body and has kept it there through the years. If the Troll is released, Emerithil might be freed as well, since he is nearby. If not, his mind will reach until it locates someone who can free him. Emerithil's half-decayed body is hideous, and he scrapes off little bits of himself off as he brushes against rough objects. Aside from a fierce temper and abrupt manner, Emerithil is not a bad fellow. He will find local allies with enough courage to abide his presence; then he will hunt down and slay Urgregim.

2. King's Star-tower. The royal observatory was mostly destroyed, but it remains the only sheltered camping site on Dol Caras.

3. Royal Library. The ruins of the library sprawl above its still-intact underground chambers (see Section 14.5).

4. Great Common. The common is overgrown. The local lord, Belvor na Wenyabar, dwells in a small keep about three miles south of the ruined city. He does not allow the grazing of sheep on Dol Caras, including the bramble-choked common in his ban. Anyone who stays overnight on the common has a chance (20%) of experiencing dreams about the fall of the city, some of which might contain useful information, and some of which might just be nightmares.

5. Street of Terraces. The street still provides a way to get carts up Dol Caras from the lake side, unseen by Belvor and his soldiers.

6. Old Quarter. A small fishing village, called Lakehead and inhabited mainly by Rivermen, has transformed the Old Quarter of Annúminas. Rechorca, a Logathig Easterling, has stayed among the fisher folk for months, drinking up his life savings. He felt compelled to come to Annúminas, and is using hard liquor to control his urge to visit the Lawn of Heroes (see below, #10). He is certain a dreadful fate will overtake him if he does so. Sooner or later, he knows, he is going to run out of drinking money. Since he is, in fact, a retired Angmarean soldier, he is unsure of where to turn for help.

7. Upper Quarter. Nothing remains save a pair of lovelorn ghosts. The spirits are two young people who lost their lives in the war before they could be married; they are relatively harmless and bashful and will fade with time. There is a chance (50%)that anyone spotting them among the woods catches the pair unclothed.

8. New Quarter. Ruins gradually erode into the lake. The crumbling walls are a favorite hiding place for local thieves.

9. Caras Edain. The road is still intact, and the great stone bridge has been replaced by a wooden one. The inns have been rebuilt; one *of* the innkeepers occasionally fires cheap wooden crossbow quarrels across the river at a rival on the other side, just to annoy him. The forest has regrown since it was burned down in the war, but some of the trees bear images of the martyrs nailed to their trunks before the wood was fired. Most of the religious houses have moved elsewhere. One of the barrows is now inhabited by a lesser wight. If no one discovers what has been killing sheep on this side of the river, the wight may be able to taint other barrows and summon other evil spirits.

10. Lawn of Heroes. The tombs were pillaged in T.A, 1408 and resealed two years later. Curiously, they periodically show signs of disturbance, although no one has ever caught a grave robber. In fact, the Angmareans holding the pillaged weapons and gear from long ago develop a deep need to visit Annúminas. Few realize that their weapons are the source of their compulsion. Once arrived at the Lawn of Heroes—without losing or selling the tainted object, or without slaying themselves along the way, or simply dropping dead from fear and depression—they feel a final need: to dig open the appropriate grave and bury both the cursed weapon and themselves in it. Their animated corpses still protect several of the tombs on the hill from grave-robbers. The locals who possess this information are not currently sharing it with anyone, but might if pressed or bribed. Rechorca, the Easterling in Lakehead (see #6, above) has not yet asked the correct questions on the topic. The Arthadan dagger he is carrying has been through so many owners that he does not know its origins.

12.2 CAMETH BRIN

Cameth Brin lies on the north side of the modest vale called the Glin a-Creag (Hi., Du.: "Valley of the Rock"), a grassy trough watered by the Sruth Boghain (Hi, "Ghosts' Stream"). Due to the valley's good soil and proximity to the Mitheithel, it has long been one of the choicest living sites in the Trollshaws. It was only natural for the Dúnedain to perpetuate the tradition.

Within the Glin a-Creag, there are two spots where settlements were erected after Eldacar's victory over Mong-Finn in the second century of the Third Age. On one, the Dúnedain established the village of Talugdaeri, typical of the rest of Rhudaur's fortified towns. The other site lies under the grim shadows of Cameth Brim itself. There Eldacar commissioned the construction of the barracks-settlement of Tanoth Brin (Hi. "Beneath the Hill"), a protected home for the garrison of the Twisted Hill and the Dagarim Rhudaur, the King's small professional army. Overrun and all but wiped out in the Cardolani invasion of T.A. 1217, it has been badly rebuilt and never completely reoccupicd.

TANOTH BRIN AND THE TWISTED HILL

The barracks-settlement of Tanoth Brin was always a much smaller village than Talugdaeri, never more than a home for warriors. It is tucked on a rocky shelf beneath the overhang of the Twisted Hill. A surrounding ravine was transformed into a formidable dry moat, and the stone causeway up from the Glin a-Creag remains the only easy entry.

The map gives a view approaching the fortress town across the valley to its south, from the general direction of Talugdaeri. Respectable merchants operate their shops in the streets nearest the guard headquarters (#3), while taverns, brothels, and shops of lesser quality are scattered through the town. When Cameth Brin was in its prime, under the first few Dúnadan Kings of Rhudaur, there were more buildings beyond the moat than inside it, and a line of smaller villages extended all the way to Talugdaeri. Most of these settlements were destroyed in the war with Cardolan in T.A. 1198-1235. Both inside and outside the wall, there are hiding places for Rhudauran deserters and Arthadan scouts.

The buildings here fall into ruin after T.A. 1700, since the end of the Hillman revolt leaves too few people in Rhudaur to justify the expense of occupying the fortress. The well-built earth and stone wail encircling the village stands undisturbed into the Fourth Age.

GM Note: *This description is keyed to the map of Cameth Brin on the color insert.*

1. Stone Bridge. The one-arch span crosses the dry moat at its southwest corner. Redstone quarried from the Pinnath Tereg is the building material for both town and bridge.

2. Dry Moat. The ditch surrounds the hill on the west and south sides. It varies in depth from 30 to 60 feet and is between 25 and 120 feet wide.

3. Guard Headquarters and Armory. Patrols and on-duty guard units operate from this complex. A small armory supports emergency needs.

4. South Square. The square serves as the principal in-town drill field.

5. South Watchpost A rock outcrop breaks the flow of the town's reinforced earth wall. Behind it stands a 60-foot high stone watch tower. Within the tower, a spiral stair descends to a passage to the Ureithel.

6. Entry Road. The winding roadway/stair climbs over 200 feet of the Fuintir.

7. Main (South) Gate. Two three-story guard towers and a covered archer's turret watch the entry way to the Twisted Hill.

8. Tir-barad Tereg. This 210-foot watchtower was built in the early Third Age to guard the heights, provide for seers and stargazers, and signal Arnor's other bastions.

9. Mitheithel. The river lies some miles to the north and west.

12.3 FORNOST ERAIN

GM Note: *This description is keyed to the map of Fornost on the color insert.*

Arthedain's capital city for the last two centuries, Fornost Erain stands as the realm's principal fortress and center of culture and trade. Perched strategically on the highest crest of the North Downs, and further protected by earthen and stone dikes and palisades beneath its high, curving stone walls, Fornost houses the royal family and nobility of the kingdom in addition to Arthedain's renowned seers, scholars, artisans, and their many assistants and servants.

Sharing the city with them are the Dagarim Aran and the Rembar Tirrim (S, "Royal Army" and the "Citadel Guard"). The soldiers sleep in spartan two-story barracks scattered about the fortress baileys; they keep a constant lookout from high guard towers within the walls. The northern Dúnedain frown upon the "baser" pleasures of the flesh—and decline in number as each year passes—so soldiers must content themselves for long periods with card games and gambling in the barracks and mess halls and contests of strength and agility outside. The military drills both within and without the walls, practicing the Dúnedain's favorite offensive-defense, the formation called the thangail. It is a shielded wall of men in two ranks pressed together and bending into a defensive ring if outflanked. Archery is also practiced outside the walls of Fornost; the soldiers launch their black-feathered arrows from hollow steel-bows with studied precision. Inside the walls, a guild of armorers and weapon smiths is kept busy forging swords, axes, spears, knives, and ekets—the short, but broad, twin-edged stabbing swords favored by the Dúnedain. Once the Arthedain were a peaceful people who showed their weapons only as items of curiosity. That time is long past, and no one lives in or walks through Fornost without knowing that it is a city at war.

The city gains most of its water supply through an extensive series of cisterns, and the wells in Fornost draw from this system rather than from the minimal ground water available. Sewage is drained into a natural complex

of cracks and small caves deep in the limestone bedrock, preventing any secret entrance into the city, but allowing an occasional intrusion from the Underdeeps. Various guilds and fellowships take care of municipal functions. Most of these tasks are less cumbersome than in other large cities; Fornost's mountain-top location ensures clean air and relatively vermin-free buildings, while the structured, legalistic Arthadan society keeps the crime rate amazingly low. In its way, the open city of Fornost is a more secure capital than the massively fortified and oppressively policed Carn Dûm. Angmarean agents and common criminals who arrive in Fornost must deal with a sturdy, proud, self-righteous populace, scrupulously honest and efficient officials and watchmen, and the knowledge that a large number of awesomely skilled seers, mystics, and other "sensitives" are alert for the presence of evil.

1. The Citadel Also called the Royal Hold, it stands nearly a thousand feet above the Vale of Senthur to its west and three hundred above the north quarter of the city on its eastern and northern sides. Steep limestone bluffs are surmounted by fifty-foot walls of grey granite; located at intervals along the walls, circular guard towers of like stone rise some thirty feet higher. Gate-towers of elliptical shape permit passage from the city into the Citadel. The central bailey of the Citadel is separated from the northern fort by three curtain walls, a transition bailey, and a long ramp that winds down almost three hundred feet of cliff face through six gate-towers. The southern fort is more accessible: a single gate-tower with an internal ramp accommodates the seventy-foot difference in height.

Where the curtain wall of the southern fort intersects that of the Citadel stands the Elbarad Ohtarion (S. "Warriors' Star-tower"). The one-hundred- fifty-foot spire was the original military construction on the "Rock," replacing an older Astrologers' tower built in the Second Age. It serves as a lookout tower and observatory; it also houses the Palantíri of Fornost and Amon Sûl and is the working quarters for the Guardians of the Palantíri.

The Citadel houses the royal family and their personal guards, most of the Rembar Tirrim, as well as various officials. The Mard Tirelenion (S. "Star-watchers' Hall") at the western end of the enclosure was originally designed as a summer palace for the rulers of Arnor, but it is quite adequate as a residence for the humbler Kings who have dwelt here for eight hundred years.

2. Forts. The southern fort houses most of the infantry Tulkairim currently on active-duty with the Dagarim Aran; it has no direct gate to the city, which, in the minds of the Arthedain, makes it an ideal training center for the Royal Army, the King's Rangers, and the better elements of the Ethiron Aran of Fornost, the Royal Militia. Serving or training here is considered a great honor. Socially ambitious young nobles and mercenaries vie at tournaments for the privilege of being locked into the Citadel for months at a time and abused by the toughest soldiers in all of Eriador,

The northern fort houses the active cavalry contingent of the Royal Army and serves as a training ground for the bulk of the militia. The Citadel guards train here as well. Soldiers are a common sight sight, marching to and from the gate-towers they garrison along the passage of the Men Formen up the western slopes of Norland's Glower and into the city.

3. Upper Quarter. The upper quarter does not attract the wealthiest inhabitants of Fornost, because it is too cramped in its position on the eastern slope of Citadel Hill. However, the Mayor of Fornost and the head of the guild of weapon smiths both dwell here, as do several other important artisans and merchants. The Rath Rammas, the avenue along the main wall of the city, is the primary street in the section.

4. North Quarter. The north quarter occupies the largest terrace of reasonably flat ground on the crest of Norland's Glower. Even so, it rises almost a hundred feet from the Rónabarad (S. "East Tower") to the High Square, the open plaza at the entrance to the Citadel.

Three main avenues define the quarter. The Rath Aran, "Kings Street", a processional boulevard from the East Tower to the High Square, is the broadest in Fornost. Vendors and street merchants from the lower city line it each morning to sell their goods to the wealthier inhabitants of the upper city. A park, the Glower Wood, lies along the south side of the Rath Aran, as well as the main guard barracks in the upper city. The Rath Rammas, kept clear of most street traffic so troops can move along it, wraps around the entire upper quarter and provides for rapid movement by horse or foot.

The Rath Forod, the busy street which splits the north quarter in twain, is split itself by a dike. The wall is 4' feet high on its western side and as high as 14' on its north side, marking the rise between the two halves of the quarter. Narrow stairs at every cross street allow passage of pedestrians from one neighborhood to another. Note that the wall is of such a height on the upper side of the street that only the tall Dúnedain can comfortably look over it. It shares this characteristic with many public structures in the city, an aspect of Fornost remarked on with irritation by travelers.

The main streets split the upper quarter into three neighborhoods, west, north, and south, each slightly more exclusive as the residences climb higher and closer to the Citadel and palace. The seven great-houses in the west and east neighborhoods belong to the seven Great Houses of Arthedain. The Tarma, Eketta, Orro, Hyarr, Emerië, Foro, and Noirin families all station a representative in Fornost to sit on the King's council; their townhouses also serve as a residence for the Hiraratar of the family when he or she visits the city and provide a social focus for the various members of the House serving in government and army.

5. Lower Quarter. The Rath Aran passes through the East Tower and does a switchback down a steep slope before reaching another relatively large, flat terrace on the gentler eastern side of Norland's Glower. In the early days of the city, the terrace comprised farmed fields. As the Arthedain moved their capital eastward, buildings began springing up among the fields, and the Kings gradually authorized a city plan and system of dikes and towers to protect the increased population. The lower city was organized into the lower, south, and east quarters by King Amlaith's officials in the ninth century of the Third Age. The lower city now houses almost all of the city's gentry and workers, as well as the field laborers needed to maintain the orchards and gardens remaining on the lower terrace.

The lower quarter, the part of the lower city north of the Rath Aran, is home to a large number of artisans and professional people who primarily serve the needs of the upper city. It residents consider it a respectable neighborhood, and regularly attend quiet concerts and goods and crafts fairs in its two open squares. Queen Liriel plays here frequently, more or less in disguise, grateful for an audience that applauds her playing with more sincerity than those in the upper city. A tall, middle-aged fellow watching her from the shadows might well be King Argeleb himself; several equally tall but rather grim individuals loitering about him would be his elite bodyguards, and anyone too obviously curious about his majesty will have serious conversation with them.

Another important but secretive resident of the lower quarter is Serindar the Tailor. He is an elderly fellow, well respected by the important and influential for the delicacy of his needlework and his sweeping knowledge of Fornost gossip. Serindar stopped using his house as a storefront years ago; he has wealthy clients all over the capital and across northern Arthedain, He does his fine gown- and vest-work now only by personal recommendation. Fine ladies and stout swordarms will rise to defend Serindar, if ever he should be slandered either professionally or personally.

Serindar's long career as the Witch-king's most valuable spy in upper-class Fornost society began with a personal grudge against the Line of Isildur. The resentment arose from a criticism by King Argeleb's late mother against costume work done by his father when Serindar was a very small child. Forced to leave Fornost after the Queen-mother's rebuke caused business to dry up, Serindar's family was murdered by brigands along the Greenway. Serindar survived, and his natural gifts of hand and eye allowed him to eventually work his way back to Fornost and success. He met there a traveling seer and wizard, Greystride, who took an interest in his past and helped him discover the whole story of his family's destruction. Serindar was already less than fond of Fornost's aristocrats and their brooding snobbery—he listened readily to Greystride's ideas for a way to make his fortune and find revenge at the same time.

As the years passed, Serindar has come to regret that long-ago decision; but he resigns himself, in the stubborn Arthadan manner, to living with his choices. Since he is civilized and honorable, he is not trusted by his Angmarean masters and rarely given any responsibility other than gathering information and arranging covers for other Angmarean spies.

Serindar has survived this long by being cautious. He has the gift of perfect recall, and thus never keeps any dangerous personal records. When he passes messages, he does so by writing them in minute letters on fine cloth and then embroidering over the writing. The articles of clothing thus embroidered go to certain customers who have regular business beyond the walls of Fornost.

The only unusual thing about Serindar's lifestyle is his secret familiar. This is "the Imp," a cat-sized Faerie creature. The Imp occasionally acts as a snoop for Serindar, but it is mainly useful for its fine, precise, decorative needlework. The needlework is one of Serindar's trademarks, and rivals marvel at how he has been able to maintain such a delicate touch into old age. The Imp was a gift from Greystride, and Serindar suspects that its ultimate purpose, since its bite is deadly poison, is to keep him from revealing any secrets when he finally reaches his dotage.

A palantír in Fornost



6. South Quarter. The south quarter is Fornost's closest approximation of a poor section of town; it is fairly prosperous by the standards of Tharbad or Umbar. Most folk make a. living, and even the beggars work for bed and warmth during the colder months of the year. Entertainments are rowdier than in other parts of town, and foreigners with little obvious wealth—mainly mercenaries and teamsters from the caravans—can wander without being accosted by the Watch or Guard, Fornost possesses nothing resembling a proper Thieves' Guild; a couple of local gangs handle illicit medicinals and herbs, do a little smuggling, and organize local vice. The authorities don't like to admit that vice and crime exist in Fornost, and inconspicuous thieves and rogues can have a long working lifetime as long as they remain inconspicuous.

One of the more stable concerns in the south quarter is the Rag & Trade Shop, set inconspicuously amongst the crowded houses along the base of the bluff below the city wall. Borthur the Ragman runs this small store. Second-hand goods crowd its shelves, and thousands of remnants of colorful cloth decorate the walls. Scraps of fabric might be found here to mend garments or upholstery; a out-moded, but needed, tool might be discovered, well worn, for a few coppers instead of a silver. A rag merchant makes his living by sorting the things others throw away or lose or are willing to part with for almost nothing. In Fornost, a town whose inhabitants are known for their thrifty habits, picking over others' garbage does not provide easy living. Borthur employs street urchins to scavenge the goods, which he cleans and sells. He collects a lot of petty information this way, allowing him a secondary income as a snitch, but the locals in the south quarter still wonder how the smelly old man thrives on his paltry business.

Borthur manages it, in large part, because he is not truly alive. He is called the "Deatheater" (S. Gurvása) by those who know his secret; he is a ghoul, an undead spirit in a withered human body. He is able to pass for a man due to the bulkiness of his ragged clothing and because most folk make assumptions about the appearance normal to a tired, impoverished, withered old man. Without the wrappings around his hands, someone might notice how withered and claw-like they are. If he did not keep his mouth drawn, as a man with rotted gums might do, a customer might catch a glimpse of his glittering, unusually sharp, teeth. His foul breath, possibly caused by poor diet and too much time alone, is not likely to be taken as a symptom of soul-rot and the consumption of mannish flesh.

Borthur is indeed ancient; he dimly remembers his youth as the scion of a wealthy family of Fornost in the second century of the Third Age. He foolishly fell in with a strange cult with even more curious rituals. Expecting to satiate certain hedonistic appetites, he instead found himself having to satisfy a very basic appetite in a very base way. He fled Fornost after slaying and devouring a friend whose family refused to sell their silence. While Borthur has lived in many places since then, he is ever drawn to Fornost, the city of his youth; only there can he feel and act like a living man and walk among those whose blood is still warm and whose lives can still hold joy and excitement beyond merely surviving another day.

The Deatheater was recruited to the service of the Witch-king four centuries ago; Serindar the Tailor, who does not know Borthur, is the only other Angmarean spy currently dwelling permanently in Fornost. Borthur has done well for his master, sending regular reports to Angmar from the poorer side of the city and acting as a contact for other agents. In return, the Witch-king gives him a purpose and a refuge; when his circumstances in Arthedain grow uncomfortable, Borthur spends a few months or years working as an undertaker in Carn Dûm. Eventually, though, he knows he must come back home.

The front of Borthur's shop is not distinctive; nor is the second floor where he rests and does his cooking. The clue that might confuse a guest is the lack of any food odor around Borthur's stove. All that he usually hears there are dyes for his cloth trade and the hot herb teas that mollify, slightly, his unnatural cravings and his distinctive corpse-breath. In Borthur's cellar, in a room behind the root-shelves and stacks of old bottles, cluster the tools of his darker secrets: butcher's tools, meat-hooks, and a massive chopping block. The implements hang at unusual locations along the walls, along with an assortment of odd bones and other unpleasant trophies.

The Deatheater is clear-headed for a ghoul, although, like most undead, he is lacking in initiative and imagination. What he does, he does well: gathering information from corrupt sources, passing agents and couriers into and out of the city, and dealing harshly with informants and troublemakers. He magically controls a number of bats and vermin, but acts largely through corrupt or impoverished mannish agents. Only two of his gatherers of old goods and information know Borthur's true nature.

Laifrin and Boinand are Eriadoran cousins, sadists, worshipers of darkness, and addicts of the euphoric herb tartella. They have "eaten at the Master's table" and are demented. However, the pair are quite loyal. They buy and steal bodies for Borthur from the undertakers, claiming to work for the Schools of Medicine in Fornost, and occasionally scout out a living victim for their relative when his cravings for warm flesh grow strong.

7. East Quarter. Lying between the lower and south quarters, both physically and socially, the east quarter boasts more cheap, but respectable, shops, inns, and boarding houses than any other part of the city. It is the part of Fornost where travelers from afar are most comfortable and where the widest variety of basic goods and entertainments are available.

Brethildur the Healer lives in a small house in the east quarter. An older cousin of Belavanna, attendant to Crown Prince Arvegil, he has training in medicine and philosophy, but little of his family's wealth. He supports himself as a physician, retaining contacts with his cousin

and a few intellectual friends. Among these are Gandalf the Grey and Elladan and Elrohir of Rivendell. Brethildur possesses a few spare rooms in his house and a small garden in his courtyard of his house—his friends stay with him whenever they visit Fornost.

12.4 METRAITH (THALION)

During the height of the wool trade, Cardolan was the home of over twenty substantial towns, giving it a far larger population than Arthedain and Rhudaur combined. The towns in all three successor kingdoms grew less viable as the economy declined. However, the main problem in Cardolan and southern Rhudaur was that the settlements posed an excellent target for the many forces that ravaged the realms. There now only six towns in Cardolan of any note, and only one in Rhudaur. All of these have been sacked several times. Metraith, located at the junction of the Redway and the Old North Road, near the center of Cardolan, is representative of what remains.

GM Note: *This text is specifically detailed for the fall of T.A. 1643, linking it with the scenario Hunt for the Warlord (Section 17.3), Metraith is at this time, the logistics hose for Ernil Hallas' campaign against the Warlord's citadel at Creb Durga.*

1. Dike of Metraith. Not a serious defense, it is 6' tall, topped by hedges at intervals, and possesses enough of a ditch and rise to stop horses and slow down wolves. Local mercenaries and the town watch patrol it when they can find the time.

2. Southern Gate, Here the Iaur Men Formen, the Old North Road, enters Metraith from Dinach and Tharbad. (It is one day's ride to Dinach and two to Tharbad.) Built by the Tinarë after the fall of the kingdom, this great two-story stone archway is the only true fortification on the North Road between Tharbad and Fornost. It serves as the frame for swinging wooden gates and the support for a great steel portcullis that drops onto the stone-paved road from above. It is garrisoned by one of the less-ragged units of Harran's Death Brothers.

The Death Brothers have been commissioned by Lord Barahir Tinarë to improve Metraith's defenses, but the towers are run down and not designed for serious defense, and work is progressing very slowly. The townsfolk believe that the Prince's funds are being embezzled, and many suspect treachery. The Death Brothers are not yet sophisticated enough for these crimes; they are only guilty of incompetence and laziness.

3. North Gatehouse. A steel and wood gate is swung down across the Men Formen here one hour after sundown each day. Three and a half days of wilderness travel on this road will bring the wayfarer to Bree, No towns remain along the route, although the small village of Gamuthill has a real inn and stables about three days into the Barrow-downs.

4. Redway Gate and Northwest Gatehouse. Two days ride along the Men Ceren will take the traveler to Sarn Ford, if the Orcs and brigands don't get him.

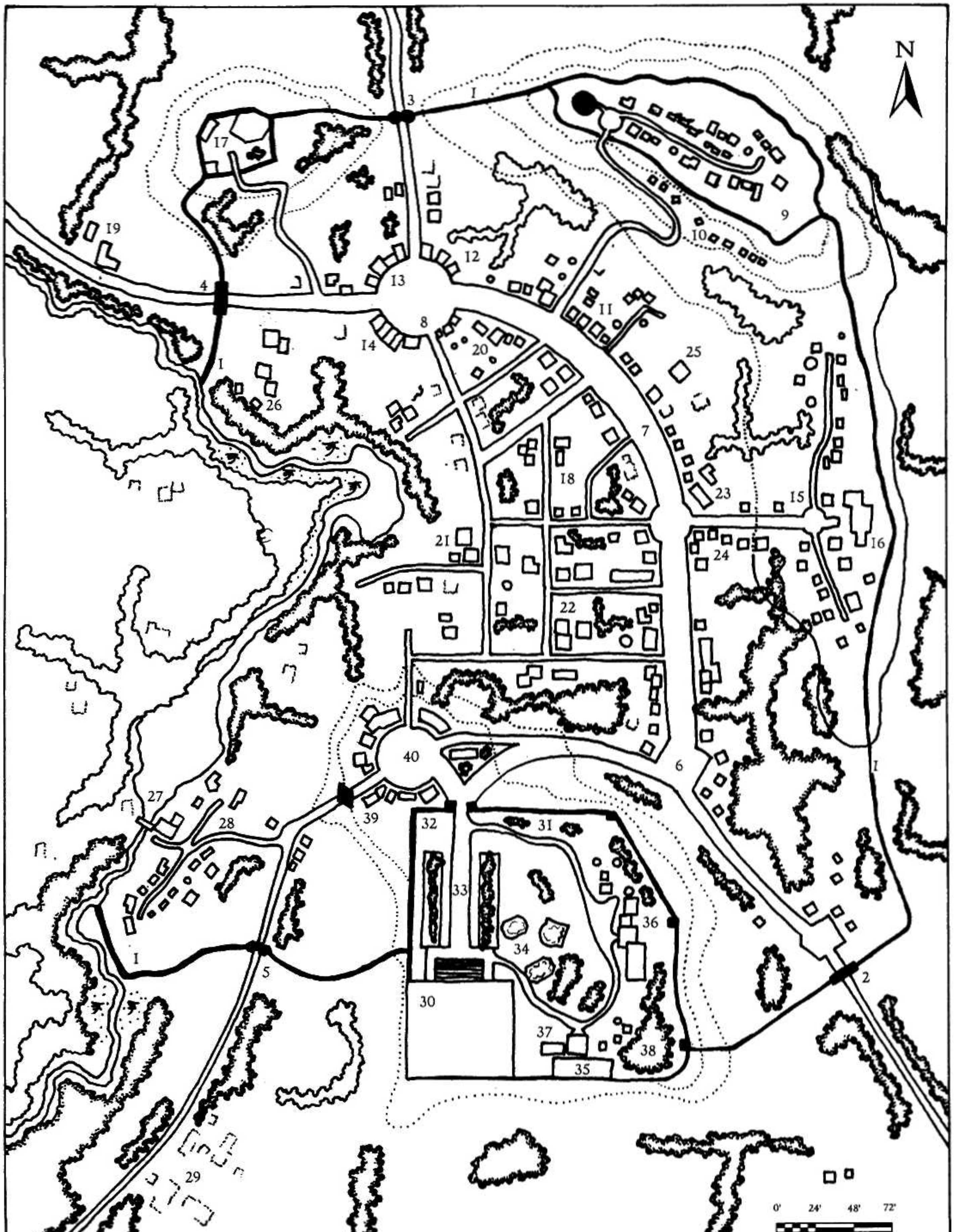
5. Valley Gatehouse. The Valley Road runs for three miles through the estates of the Tinarë down to the ford over the Sindiel. The ford is at the bottom of a pretty river valley that provides most of Metraith's food and timber. The road is known, beyond this point, as the Men Neven, and it runs along the edge of the Gwathló valley all the way to Creb Durga and Sudúri. During Prince Hallas' campaign against the Warlord, his men and supplies are organized in staging areas around this gatehouse and sent from here down the Men Neven towards the fighting.

6. Trader's Square. Once a center for the trade of merchants from all of Cardolan, it is now a somewhat dangerous place on the poorer side of town, the haunt of mercenaries and caravansaries. Trader's Wood, on the east side of the square, is a caravan camping ground and the best place in town to make illegal purchases and sales. Panderers camped here daily go forth to recruit new prostitutes among the refugee families crowding the alleys and abandoned buildings in the poorer sections of town.

7. Rath Anor. A great boulevard, created by Thorondur by razing a row of buildings to widen the Men Formen. Most of Metraith's larger businesses and inns are along this street, the quality improving as one moves north.

8. Town Square. Actually a circular plaza. The center of local commerce and festivals, it has seen better days, but is still busier than most such places in Metraith. It is a depressing place in this season, since refugees and displaced peasants wander through it all day looking for work or begging for food. It is crowded with tradesmen and vendors each morning, most of them resenting the refugees, but many doing what they can to help. The pond at the center of the square is surrounded by three-hundred year old chestnut trees. Anyone despoiling the pond will be flogged; anyone harming the trees will be flogged or hung.

9. The Hill. Also called Dunnish Town. This Dunmen's ghetto is on a hilltop defended by an earthen wall and a wooden tower. Once the mayor of Metraith was wealthy enough to have a house and gardens on the hilltop. As Cardolan declined, Dunnish serfs moved into Metraith and were given a defensible place to hold against the various armies trying to take the town. The Magone, chief of the largest of the clans who moved in, dwells in the tower at the west end of the hill with his wife, two sons, and comely, spirited, red-haired daughter, Coeshay. The miserable huts crowded along the crest of the hill are low enough to the ground that the commoners in the central town don't have to look at them.



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10. The Row. Hobbit smials and burrow-homes, dug into the side of the Hill. Metraith is the last town in Cardolan with a population of Hobbits, but their numbers are dropping as more and more families move to the Shire.

11. The Fattened Ewe. A pricey inn, famous for its stocks of usquebaugh, an extremely potent distilled beverage recently invented in Saralainn. Most roadwise travelers stay here, though the price is not worth the service, and few secrets are safe.

12. Shops. A collection of small shops lines the town square, including herbalists, an armorer, general stores, coopers, and wheelwrights.

13. Shop of Kuball. Kuball the Trader is a dealer in assorted goods. Rugs and herbs number among his important commodities. He extends his hospitality often to one **Samdir of Osgiliath.** A rug merchant, herb dealer, and information broker from Gondor. The Elves know Samdir as Saruman, the White Wizard.

14. The Barrel Shop, Thramir the Cooper is a paid informant for Angmar and an amateur mystic. He has cast spells that accidentally gave him an inkling of how much power Samdir the Rug merchant actually possesses (see #13) and is in an agony of fear that the spying he's been ordered to do in Metraith might put him in the Wizard's path.

15. Ridgetown. Along Sunrise Street, which ends at Oget's House on top of the ridge. This is the poorer quarter of Metraith, with a goodly number of brothels and muggers.

16. Oget's House. A fairly respectable brothel for travelers. With the influx of soldiers into Metraith, Oget can afford to be choosy about her customers, and prices have sky-rocketed. Amateurs and transient workers in other buildings and tents in town are taking up the slack. Three stories high and located at the end of a major street, it is the most prominent building on this side of Metraith.

17. The Villa. The townhouse of the Lord of Metraith in the old days, this is now the home of Harran's Death Brothers. They are a less-than-well-reputed mercenary company hired to defend the town and upgrade its fortifications against expected future trouble. Captain Harran, their leader, is a sloppy, rough-hewn sort, with barely enough military education to direct the reconstruction of the dike and gatehouses. Harran takes a simple view of life and is enjoying the lush accommodations of the villa, barely keeping track of how much money he's wasted in the past few months. His chief lieutenant, a short, insincere Dunman named Eagan Tooth, is taking a longer view and wondering how much longer before one of the Tinarë performs an inspection and has his captain hung. Against that day, he is befriending the Magone (#5, above) and looking for a way to turn Harran in before someone else notices the obvious.

18. House of Healing. Maintained by the Sisters of Nienna, it is full of casualties due to the raiding and fighting. The Tinarë have provided money for this good work, but can spare little for the civilians harmed by the wars.

19. Refugee Farm. In other times, this burnt-out barn and house would have been rebuilt soon after its destruction during the chaos caused by the Great Plague. Instead, their shells stood abandoned for four years until refugees from the north and west moved in seeking shelter. The Sisters of Nienna have since scavenged supplies and scrap lumber and converted the buildings into a make-shift hospital and shelter for those refugees too poor or ill to sustain themselves in Metraith proper. It is now desperately overcrowded; another fire or a really severe cold snap would probably kill half or more of the three hundred or so people trapped here.

20. Guildsmen's Club. An inn maintained for the use of the wealthy merchants who trade regularly on the roads. One can enter only by being recommended or accompanied by another member of the club. Heavily fortified as inns go, it is the safest building in Metraith, after the Palace itself, and an excellent place to meet important people. A rear entrance is utilized by servants and hired female "entertainment" provided by Oget (see #16) who consequently knows much of what goes on here.

21. Mayor's House. If he weren't scared to death of mercenaries, he'd have run the Death Brothers out of town already.

22. The Mithril Earring, An extremely fine and elegant inn that caters to the elite who still pass through from time to time. The service and lodging are excellent, but the prices are unbelievable. The innkeeper's daughter is secretly competing with the ladies from Oget's Place, trying earn enough money to leave town; if her father finds out the truth, he will probably beat her to death.

23. Gallan's Folly. A newly opened inn, hence the name. Gallan provides simple but homely service at reasonable prices. The inn is quiet and as safe a spot as will be found in Metraith. The enterprise will likely fold as soon as the war ends.

24. **The Rabid Cow.** A seedy inn that prefers Dunnish guests, A good place to find a brawl.

25. Large Stone House. Once the residence of a retired Targil soldier, the building is now owned by a Tharbadian Dwarf who keeps it locked up and trapped when he's not present. It is undistinguished save for the fact that the traps have claimed the lives of some of the local thieves and the more desperate refugees. Neither group is organized enough to retaliate by burning the place down.

26. Barracks. Formerly a rather pretty farm on the banks of a stream. The owner fled south last year. The buildings were confiscated by Ernil Hallas and used to house his soldiers in the opening stages of his campaign against the

Warlord. The Grey Company, a newer mercenary outfit, is barracked here until such time as the Tinarë army's attrition rate from skirmishes and illness creates a need for them closer to the front.

The Hiri, and the mercenaries as well, are worried about the security of Metraith; they know that Orcs from the northern highlands have patrolled almost as near Metraith as the refugee farm, just across the stream to the west. The once-decaying farmhouse used by the officers of the Grey Company as their headquarters is now cleaner than when the farmer lived here; the outbuildings are sealed against the wind and somewhat fortified, and there are rows of stakes covering the gaps between the buildings and the stone walls around the gardens. The perimeter of the farmyard is continuously patrolled by tall, stern men, protecting both themselves and the stores of food and bedding their thoughtful officers have been hoarding ever since the company left Tharbad.

Their leader, Captain Belegund Grey, cuts a fine figure as he walks about the town; some mistake him for one of the stiff and efficient Arthadan military men who pass through Metraith so rarely these days. The amateur loremasters of the town, however, notice his southern accent and the curious coincidence that his name and those of all his officers are all drawn from the same legend. Belegund, Dagnir, Dairuin, and Gorlim were all members of the Outlaws of Dorthonion, the companions of Beren One-hand, the greatest of the Adan heroes of the Silmarillion. Belegund and most of his company are actually Gondorians, all ex-soldiers of the Dagarim Aran, the Royal Army, driven into exile for reasons that, while good and sufficient, are not so baneful that they could not be trusted to serve honorably in a company of fellow exiles. They are honest and trustworthy, men of a breed rare in modern Cardolan.

27. The Mill and Millpond. The largest in this part of Cardolan, its owner is Mirnidar the Miller, a Targil ex-soldier who is a personal friend of the brethren Elladan and Elrohir of Rivendell. The country lane running over the mill-dam is probably the weakest spot in the town's defenses,

28. Village. Farmers from west of the stream have come to prefer making their homes on the east bank, closer to Metraith. They look to Mirnidar the Miller as their leader,

29. Old Training Grounds. The Cardolani Royal Army once barracked and trained south of Metraith, but the buildings are now ruined and the home of petty fugitives from the law. Among these are several mannish and Half-orctsh scouts working for the Warlord.

30. Thalion Palace. Since this stands at the outskirts of Metraith, the two are often considered synonymous (for layouts of Thalion, see Section 13.3). Formerly the residence of the Kings of Cardolan, Thalion has been used as the Princely seat of the Tinarë on and off over the last four hundred years. Since the Sack of Andrath in T.A. 1639 it has been the only residence left to the family; they are trying to upgrade its fortifications and appearance, but the Tinarë are nearly broke, and the Palace is no more designed for a serious defense than is Metraith. Barahir Tinarë, the grandson of Prince Hallas, is the only member of the family in residence at Thalion. His part in the war seems to be limited to providing supply to the companies in the field, and he resents this. The palace itself is a large, handsome building—if somewhat squat in appearance—and it sits on a large, artificial mound to increase its prominence and give its inhabitants a fine view over the vale to the southwest.

31. Stone Wall. Extends around the Palace Grounds. 12' tall, but rather thin. Without a fighting step on the inside, to allow it to be continuously manned by soldiers, it is nearly useless for serious defense. Timbers and earth have been gathered for this purpose, but all is delayed while Hallas' war against the Warlord continues.

32. Watch-Towers. Four very small two-storied wooden towers are place at strategic points along the outer wall of the palace. Bow fire from these towers is the wall's only defense against storming ladders.

33. Palace Gates and Processional Courtyard. Small guard towers protect the gate at the north end of the courtyard. The lane leading towards the palace is lined with trees that bloom at odd moments of the year. There is a chance (20%) that a bloom or leaf that appears in the wrong season will have some magical blessing or bane attached to it; the effect is completely random save that it will be connected to one of the hundreds of poems recited in this courtyard over the years.

34. Festival Court. This flower-edged lawn provides a fine vista for anyone standing on the front steps of the palace. It is surrounded by shallow reflecting pools. The images of long-dead Cardolani lords can occasionally be seen reflected in the water. These visions are said to be portents of dramatic events, but they are harmless in and of themselves. Most of the older inhabitants of the palace, particularly those in poor health, make it a point never to look directly into the pools.

35. Servants Quarters and Outer Barracks. The guards based here patrol the grounds and walls.

36. Stables and Barracks. Cavalry and the Prince's horses are stabled here.

37. Storage and Supply. A tunnel from this building is the only known entrance to the palace aside from the front doors.

38. Garden of Contemplation. A pond, trees, flowers, and shrubberies. Unknown to anyone living, one of the trees is a Huorn, bound by a spell in the time of Thorondur. He is not evil and has been pondering escape for many centuries. He casts minor spells that make people wandering among the trees feel peaceful and romantic, a habit which has caused both good and bad results. The folk of the court know the reputation of the place and refer to it as the "Garden of Risk," only partly because of the chances of being sported while trysting among the foliage.
39. Western Gatehouse. The tower is considered too important to be trusted to Harran's Death Brothers. It is garrisoned by Tinarë household troops who also provide security for the adjacent royal village. The commander, Lieutenant Eradan, is a likable fellow who dearly loves his wife and two small children (who live with him in the tower). He has been promised money and land in Gondor if he can arrange for the deaths *of* one or more of the Tinarë; he is seriously considering the offer to get his family out of Cardolan.
40. Royal Village. In the days of the Royal Court important ceremonies were held in and around this plaza, and knights and lords of Cardolan lived in the townhouses. Now the bureaucrats of the Tinarë have moved into most of the houses, which are not as fine as they once were. The better abodes are reserved for the occasional delegations from the other Princes of Cardolan. The very best is reserved for the exclusive use of Prince Arvegil of Arthedain (5% chance of his being present during a given week). This is also the one with many secret listening tubes built into the walls. The Prince has caught on to the trick and is planning to surprise the snoopers in the tunnel under the house, using some gas pellets and fireworks Gandalf the Grey prepared for him on his last visit to Fornost.

12.5 THE VILLAGE OF ROOD

Rood, once the largest town in the Nan Turnath, stands in stark contrast to the sturdy resilience of Bree and Fornost. For long a buzzing junction of cross-country trade where the old King's Road encountered the River Baranduin, it is suffering from the effects of plague and the general incompetence of its feudal master, Cristion na Nencar. Rood gives the appearance of a dying town. One of the few places in Arthedain to be hit hard by the plague, probably due to its river location and the timing of the epidemic's arrival (in mid-summer), many of its two hundred stone houses are abandoned and decaying. Rats and mice greatly outnumber mannish residents, and pest control is growing into a serious problem, particularly since a goodly portion of the surviving populace to fled to Fornost.

Rood is enclosed by a dike and hedge, but otherwise unprotected. The Elsiril (S. Star-stream") masks its western approach, and the Baranduin guards its southern edge, Nencar Keep, some two miles to the east, stands on an artificial island at the edge of marshland, the Nencar Bogs, where the Nîn Erain flows into the Baranduin. Here the King's Road from Fornost (S. "Men Aran") and the Vale Road from Occum (S. "Men Nansern") cross the marsh and stream to merge at Rood. The King's Road then heads west, upriver to Annúminas and the Twilight Hills. In years past, Rood stretched all the way along the road between the two streams,. In the Second Northern War, the Angmarim came northwest like an avalanche from the direction of the Weather Hills and destroyed every work of Men they could find in the Nan Turnath. Only the core of Rood was rebuilt after the conflict, and the Nan Turnath has not recovered.

In T.A. 1643, with the afflictions of war and plague, the population of Rood has fallen to three or four hundred, more than half of them making their living from the merchants passing through rather then being part of the commerce themselves. The King's Road, formerly the chief route from Fornost west to Annúminas and the Hills of Evendim, began to share its traffic with other roads to the north after Annúminas was destroyed. Rood's shopkeepers and moneylenders fled in droves. The lords of Nencar, instead of taking responsibility for rebuilding the town and attracting new trade, concentrated on their ventures in Fornost and let the area slide into corruption and poverty.

Yet Rood hangs on. The exhausted traveler can feast on roast fowl and drink and smoke to surfeit at such overpriced establishments as the Silver Tree, the Great Bend, the seedy Sunset Inn, and the most ancient watering hole of the town, the Battered Cock. Outside the last flies a tattered banner displaying a much-mistreated rooster, missing an eye and not-a-few of his feathers. With the exception of the well-kept and high class establishment called the King's Board, Rood's inns are well-known for watered-down ale, lumpy beds, and sinfully unpleasant barkeeps and barmaids, all of them married to greedy Rood innkeepers.

The Rivermen of the Brandywine, always bold in the river villages, now bully their way freely through the declining town of Rood. It is visited all too often by mysterious, wandering strangers—vagabond trappers and rowdy trappers and miners from northern Siragalë. In the daytime, Rood seems a bustling if declining center of riverine trade, but under cover of night, it becomes in part a city of intrigue, rumor, threat—and worse. Rood is no place to stroll the streets after dark, alone, and unarmed.

The Layout of Rood

The accompanying map shows the buildings at the heart of Rood as they appear both in T.A. 1643 and T.A. 3018.

In T.A. 1643, the town extends well beyond the hedge and dike, and its residents maintain only a desultory watch on the gates penetrating the hedge, Cristion of Barnencar is responsible for the protection of the sheltered vale surrounding Rood, and veterans of the frontier will notice that he does not maintain much of a guard.

In T.A. 3018, there are only a few scattered stone farm houses between Rood and the first slopes of the grassy hills at the edge of the river valley, Barnencar is a ruin, holding only a bandit camp. The Rood militia takes turns standing guard over the approach roads. Cairmach the Dunman, the bandit leader, is the Thegn of Rood (see the adventure in Section 16.5 for details on his situation). He normally resides in a large farmhouse outside of town, surrounded by two or three dozen of his men; he permits a quartet of "constables" to protect his "subjects" in Rood. When he is in town, Cairmach takes the best rooms in the King's Board, accompanied by only a half dozen guards. Few people in Rood understand just how many black-hearted Men, Orcs, and Hobbits are crawling around the farm, which is how Cairmach likes it.

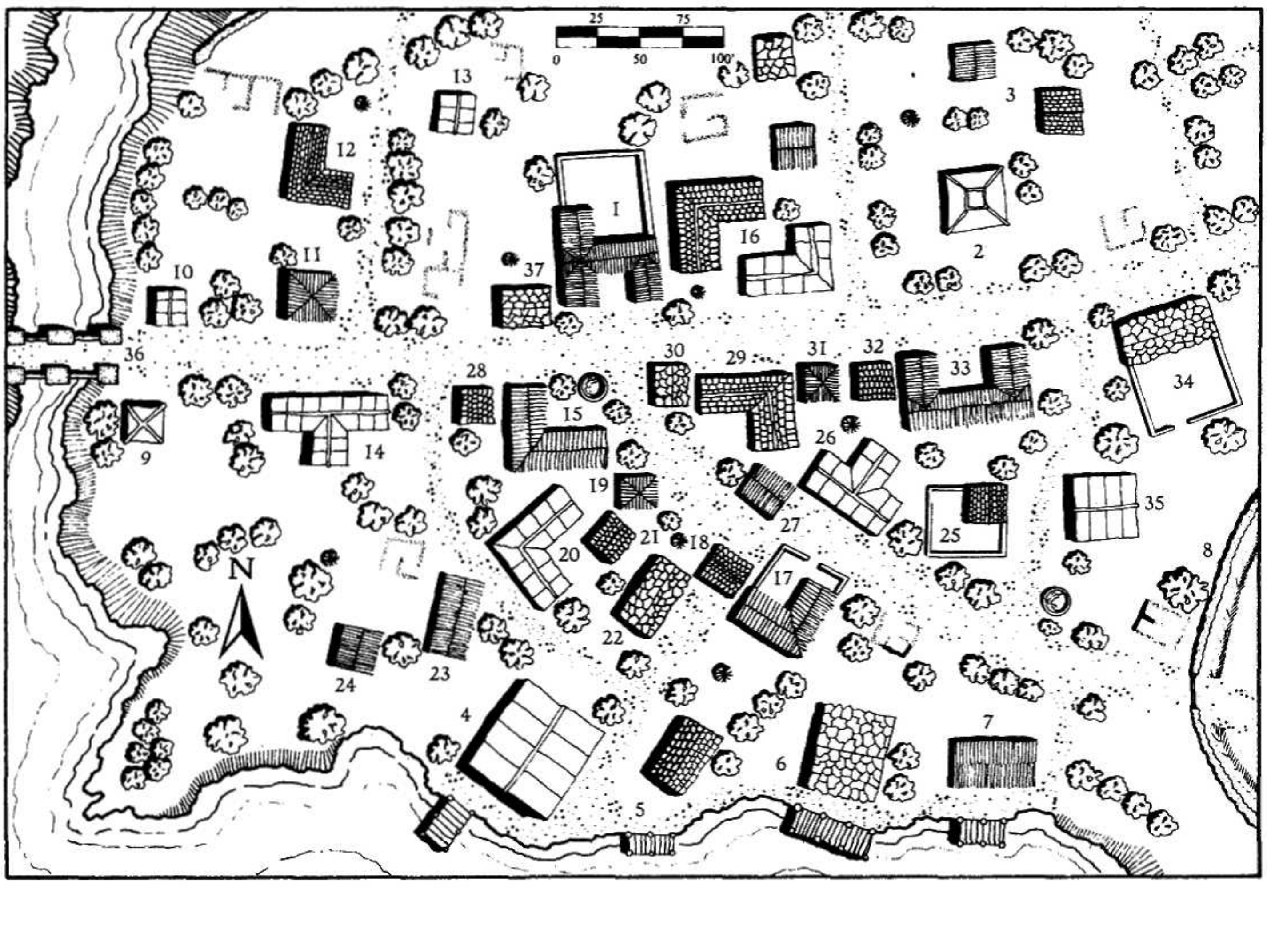
1. The Battered Cock. Large, disreputable and airy, especially since the collapse of the roof. The old inn serves as a corral for horses—fleas for all.

2. Nalorn's Farmhouse. A good but simple man, Nalorn is a widower who tends his sheep and minds his own business. He is said to prefer the company of his animals to that of men and women.

3. Squatters Shacks. Abandoned and falling apart, these two houses sheltered families when Rood was a safer place. Nalorn, the owner of the shacks, has been obliged to "permit" some of Cairmach's men to stay without charge. They keep company with several Dunnish women—treated virtually as slaves—and the women badger and torment the bashful farmer incessantly.

4-7. Warehouses and Docks. Located along a gentle bend in the Brandywine, these abandoned buildings once held furs and foodstuffs. Hundreds of rodents now claim these structures as their own.

The slate-roofed warehouse (#6) possesses a basement with a tunnel outlet to the Brandywine, once used to float barrels out to the river under the adjoining dock. The barrels were filled with legal goods in daylight and illegal ones at night, so knowledge of the tunnel was not bandied about freely. Someone in the village who knew of the tunnel has dumped the body of a murdered man in the basement. The evil miasma produced by the crime and the



general corruption in Rood has attracted a Fëadagnir, a spirit bane. Possessing the essence of a warped rodent, the bane is one of the Nyanoraughoth—the Rat Demon-folk The vindictive, magical creature is capable of animating a giant, rat-like form composed of the squirming bodies of several hundred living rodents.

The corpse of the murdered man is draped half on, half over the edge of the ledge separating the flooded tunnel from the dry part of the basement. The Nyanoraug slithers forth from the basement through the river exit each dark, quiet night to slay a mannish victim unless and until the murdered man is buried or all the rats forming the body of the Fëadagnir are destroyed.

Three camp-followers from Cairmach's band of bandits have been brutally murdered and dumped in the basement. Cairmach does not normally tolerate behavior so evil; it will be difficult to use the corpses to publicly embarrass him. To solve the mystery, amateur sleuths will need to piece together the following facts:

a. Only six men in Rood knew all three murdered women. They are all followers of Cairmach.

b. Only three of the six knew which buildings possess a basement. The three are all of local origin. Beul, servant to Elótiel Eketta, will cheerfully point out one who was born in Rood.

c. Only one of the three suspects wears a saw-edged flint knife at his belt. Determining the significance of this fact—by examining the bodies—will be difficult, since the residual evil in the building has transformed the corpses into ghouls. They will arise from their positions on the basement floor and attack any intruders. They also hunt at night and return to their death locations in daylight, if their murderer comes into town with Cairmach to prepare for an attack on the Eketta house (again, see Section 16.5).

8. Hedge and Ditch. The gates are supposed to be guarded, but the guards are not enthusiastic.

9. Guardhouse. Abandoned since the plague. Restored somewhat and used by Cairmach's thugs. They charge a penny toll for the Elsiril bridge, but will retreat if bullied.

10-13. Homes. All are in bad shape. Squatters have claimed #11 and #12.

14. Crafts Shop and General Store. Run by the Silentoes, a diminutive couple said to be as much Hobbit as anything else. The store tends to carry too much moldy bread and grains, spoiled wine and beer, soiled cloth and worn clothing.

15. The Great Bend. Once an inn of some quality (known as the White Wolf), it now caters to the Rivermen and other rowdies who prowl the country.

16. The Sunset. This inn takes those who can't afford the Great Bend. Meals are so bad that Rood's residents claim Olmkan's pigs won't eat the scraps.

17. Stables. Run by Bolog, a blustery scoundrel, these stables deal in stolen stock. Bolog is known to be in the service of the local bandits.

18. Blacksmith. Navir the smith lives and works here. A huge powerhouse of man, Navir is honest, but very private,

19. Smokehouse. Operated by Olmkan and his wife and daughter.

20-22. Shops. A general store, a boat and barge shop for river-travelers, and an abandoned distillery, all owned by Grandon the Riverman.

23-24. Abandoned Warehouses. The smaller could be a useful hiding or meeting place.

25. Pig Farm. Run by Olmkan and his family, the farm is renowned for its succulent pork and sausage and its corpulent but kind owners.

26. The Silver Tree. This is the spot to meet in Rood. Everyone who's anyone shows up sometime, if only to get drunk or plot some foul deed. Cairmach openly boasts of his accomplishments in the taproom. The owners, Gara and Rost Stigmuld, report all they hear to him for a regular fee.

27. Metal Shop. Inferior weapons and tool work is done by the drunken owner, Aldan, a former wine-taster from Caras Celairnen.

28. Arms Shop. The crazed Dwarf Begli runs this operation by himself. Begli stays clear of trouble and lives in the cellar beneath his store.

29. The King's Board. Once a King of Arthedain rested here, the rumor goes, but none can agree on the name of the King or the year of his visit. This inn holds twenty and is Rood's best and most expensive. Formerly a favorite of the soldiers and Rangers who patrolled the Nan Turnath, the King's Board is now dusty and worn.

30. Servants' Quarters. The young men and women who work at the King's Board live here.

31. Belcarsûl's House, The healer and physician lives here in squalor, surrounded by shelves full of dusty, dim potions and herbs drying on racks. Many think Belcarsûl mad; others find him amusing if difficult to understand, for he sometimes speaks two languages at once, A friend of Aragorn II when both men were much younger, Belcarsûl is the only man in town who knows what the Rangers actually do in Eriador. Belcarsûl suffered a severe head injury that leaves him incapable of handling most crises. He has a good heart, nonetheless, and an amazing knowledge of herbs and poisons.

32. Apothecary Shop. Sisebuth's filthy shop and residence. Poisons are stored in the cellar, behind a curtain. Sisebuth is collaborating with Cairmach, the town boss, and will deceive and abuse anyone except him.

33. The Eketta House. Once a mansion of stately proportions, at least for Rood, this building is obviously decaying; its two floors of elegant art and furniture are covered by a layer of dust and grime. Only the wealthy and secretive widow, Elótiel Eketta, and her overworked and brash Dunnish housekeeper, Beul, still live in the house.

The widow, silver-haired, tall, and stately on the rare occasions when she is seen in public, is said to have gold and jewels on the premises, although no one knows where. Many believe the house haunted, protected by the martial spirits of long-dead Arnorian warriors.

Actually, its reputation dates back only two generations, when Elótiel's Dúnadan grandfather bought the house and called upon friends serving as Rangers to visit in the night to deal brutally with some brigands. Elótiel herself keeps her store of treasure in her kitchen, hidden in the back of the fireplace behind an Illusion of caked soot and a Rune of Avoidance. Anyone who receives money from her taken directly from this supply will have a small chance (Absurd -70) of noticing a smoky smell. Note chat the various dusty and tarnished weapons on the walls would clean up into a fine collection of swords, daggers, and arrows (all +10 OB). Elótiel has some superior weaponry (+15) in her attic. More surprisingly, she knows how to use it, because she was brought up (and raised her children) in a Ranger haven.

34. Stables. Abandoned but usable to anyone who cares to clean them up.

35. Warehouse. Abandoned, but might serve as shelter.

36. Bridge. Crosses the Elsiril. Guarded, closely at night, less so by day.

The ruffians from the guardhouse (#9), if they are not asleep, drunk, or simply slacking off (50% chance), will try to collect a one copper toll from travellers crossing the bridge.

37. Storehouse. Abandoned, but the roof and floor are intact.

38. The Mayor's House. A fine, respectable stone building.

12.6 SUDÚRI

Sudúri has also been known as Mistalondë and Lond Gwathló.

GM Note: *Described here is the situation during Olby's Revolt in T.A. 1643; details common to other times in the mid-Third Age are easy to distinguish. Sudúri at this time is crowded with Eriadoran refugees fleeing the Warlord Ardagor, whose form have raided to within two days march of the town. Unless otherwise noted, all of the town is controlled by the rebel forces loyal to Olby.*

1. Gwathló Road. The road roughly follows the bank of the river from Tharbad, then takes a loop inland to bypass the swampy delta of the River Minsiril before closing to the Gwathló again at Sudúri. West of town, it sends one branch inland and another down the Gwathló to the coast of the Bay of Minhiriath.

2. Toll House. A squat granite fort.

3. Wooden Bridge. Gives entry to Sudúri over the Lenshir Stream. Occupied by Olby's people, who've tripled the tolls.

4. Dunnish Town. A large collection of squalid huts. In more prosperous times, it spread out around the town. Now even the buildings at this end are mostly abandoned; the inhabitants fled to avoid the fighting, and only a few refugees lurk among the hovels.

5. Twin Northern Gates. Each is defended by two barbicans.

6. City Wall. Three thin stories of native granite. Never terribly strong, the walls of Sudúri have not been properly maintained for centuries, and they are now crumbling in many spots. Olby's followers are desperately attempting to repair the gaps, expecting an attack by King Lanaigh of Saralainn.

7. Southwestern Gate. It is defended by two towers and a proper gatehouse.

8. Market Squares. With lower tariffs than Tharbad, Sudúri is noted for its bargains and its smugglers.

9. Dock District. This rundown section of the city teems with refugees; they form the backbone of the revolt.

10. Docks. Always crowded, the docks were severely damaged during the recent Great Hurricane and have devolved into complete chaos.

11. Business and Commercial District.

12. Warehouse District.

13. Residential District.

14. Two Towers. These protected the causeway leading to Tol Hir (S. "Lord Island"). The causeway was burnt during the revolt.

15. Tol Hir. The Kings of Saralainn have not bothered to maintain the residence which once served the Hiri of Ethir Gwathló. Forces loyal to King Lanaigh, led by Fiorel, hold out on the island.

16. Citadel. These walls have seen much more attention then those of the city, and Fiorel's people have had little trouble defending them so far. The strategic value of the citadel has been compromised by its lack of a bailey.

17. Dúnadan Town. Now the home of the clansmen who can tolerate living in the city.

18. Little Lighthouse. The neutral bargemen hold this minor fortification in the name of their guild. The rocky point beyond the lighthouse is a favorite trysting place. It is also a likely spot to find the harbor monster.

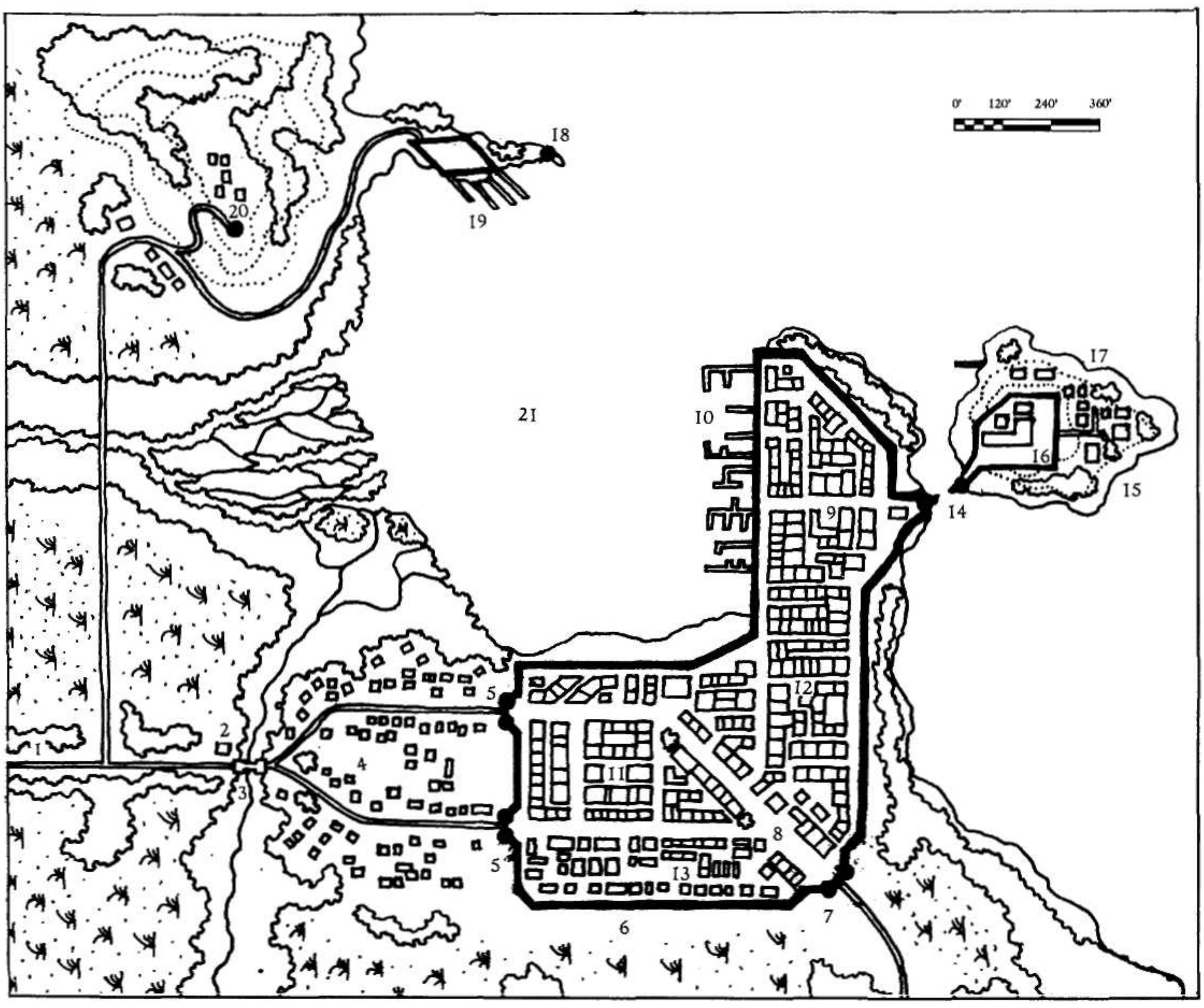
19. Bargemen Fort. The Guild of Bargemen have been happy to keep a separate residence near Sudúri. They have protected their homes with an earthen rampart topped by a sturdy wooden wall.

20. Great Lighthouse. Fiorel's forces also hold this four-story tower, the strongest structure in the area and rising from a dominating hill. The defenders are rapidly running out of food—they get by on what can be smuggled in past the rather loose siege lines Olby's people have laid around the base of the hill.

21. Sudúri Harbor. Unlikely as it may seem, Sudúri has its own harbor monster. The thieves of the town share an odd tradition with the Butcher's Guild: blood is never spilled into the bay at night. No one is quite sure why the practice should be observed, but blood in the water is said to bring bad luck.

The bad luck is a kelp-kraken, a larger relation of the animated plants found in the ruins of Lond Daer and in Lake Evendim (both are discussed in other sections). The ancient Númenórean sorcerers tinkered with life forms on occasion, and one of them dumped an experiment into this bay, leaving as his only record a scroll. The kelp-kraken consists of a good dozen sea weed tentacles, each about 20' long, surrounding a core of stinking, compressed plant fiber that passes for a mouth and gullet. It tends to collect objects that can serve as a form of makeshift camouflage, and half its tentacles will, at any time, be decorated with old helms, human skulls, and various pots and other containers it has picked up off the bottom of the harbor.

GM Note: *If blood flows into the harbor at night, when the kraken is awake, the scent of it will stir the monster into seeking warm food 80% of the time. It cannot abide light and always attacks in the dark. It is fairly stupid and will only locate the exact source of the blood 20% of the time. The rocky point on which the little lighthouse sits (#18) is one of the places it checks when searching for warm food. Old records in town will show that this spot is also called "Kraken Point," and it is a good place to bait and ambush the creature. Anyone seeing the kraken for the first time must make an immediate check against a 4th level Fear attack or be stricken and stunned with terror. The kraken itself has a 20% chance of withdrawing in a panic every time a reasonably bright light shines on it. Even if the kraken is not severely injured, it will sicken from its exposure to the surface air and withdraw to the bottom of the harbor after 1-5 days.*



12.7 THARBAD

GM Note: *These following description is keyed to the map of Tharbad on the color insert. References are made to specific details for the situations in T.A. 1409 and T.A. 1643, two significant points in Cardolani history, and any descriptions without a reference date can be considered to apply to either year.*

In T.A. 1409, the last King and army of Cardolan have just been slain on the Barrow downs, and the Regent Nimhir and the Gondorian Legate Ciramir are trying to cope with a wave of refugees and a possible famine.

In T.A. 1643, the Great Plague and the twin invasions of Warlord Ardagor and the Barrow-wights have created a similar crisis. Throughout the text, there are twin references, either to the Legate/Canotar or the Regent/Canotar. The first of these references always pertain to the actions of Nimhir and Ciramir in 1409; the second applies to the actions of the Canotar Imlach, the only authority in the city in 1643. Most of the details in this description can also be applied to campaigns set in other troubled periods of Tharbad's history, in which case the leaders referred to could be a Cardolani King or even the High King Elendil's military regent during the War of the Last Alliance.

Tharbad is divided into quarters and districts by its canals and major thoroughfares; directions given by the inhabitants will name these districts first, before the speaker names a street or building. Aside from the tolls and guards at the north and south gates, it is relatively easy to roam Tharbad unnoticed. The great dike, the Rammas Nín, that protects the city from flooding, serves to channel traffic into the major causeways and roads, but it is not tall or well patrolled; any fugitive or smuggler who doesn't mind wading the swamps can cross into or out of the Tharbad at little risk. If trouble does arise, the city authorities post guards along the Menatar Romen and put roadblocks on the two main bridges over the Gwathló. Snitches and people wishing to locate lost friends and "business associates" would be advised to do the same.



Ciramir

CLIMATE

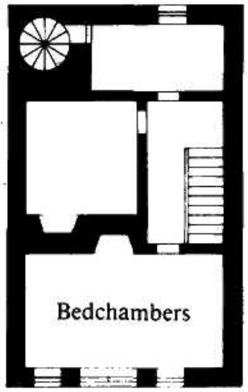
Like most of Cardolan, the climate of Tharbad itself is moderate. Summers are seldom unbearably hot, but the humidity can be bothersome. The snowfalls of winter are never heavy and do not accumulate in the marshes and swamps, which rarely freeze over. North winds can be quite damaging, particularly to the relatively unprotected island portion of the city. The Gwathló has been known to rise considerably, especially during the spring rainy season. Recently, frequent flooding has contributed to the number of abandoned buildings and dilapidated docks along the river. These areas have proven likely haunts for the lowlife whose presence is only obscured by the dense fog that lifts and settles daily in Tharbad.

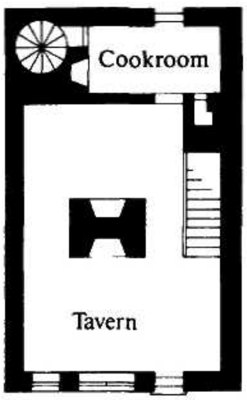
THE SOUTH BANK

The South Bank was once considered the oldest portion of the city, and the Annon Ham (S. "South Gate") stands on the site where Prince Aldarion of Númenor first constructed a tower back in the Second Age. After serving as a Dunnish slum for most of the early Third Age, it was refurbished to provide space for the wool trade and the Gondorian merchants coming up the "Land Road" through Dunland. Later, Gondorian soldiers followed the same route to protect the trade routes as Cardolan fell into chaos.

The Annon Harn, controls entry into the city along the Old South Road. It is open 24 hours a day, but the entry is manned by watchmen who turn away undesirables and exact tolls. The other gates are also manned, but do not remain open at all hours. They are typically favored by the locals, and their watchmen charge tolls only to strangers. The toll is 2 silver pieces, plus a surcharge for any significant merchandise that might look saleable.

The South Bank is the bastion of the Weavers' and Dyers' Guilds. Most of the Gondorian garrison resides here, as do most government officials. Such prosperous neighbors have made the better homes here popular with the city's merchants.





A typical rowhouse on the Island

The Island

The four districts on Tol Gelin in midstream of the Gwathló are collectively known to the people simply as "The Island." It is the commercial and mercantile center of the city. Expansion to the islet from the small trading town on the south bank began in the middle of the Second Age with the construction of the now-ruined fortifications on its northern end. The ruins are the undisputed domain of the thieves of Tharbad (known in the city officially as the "Traders Guild"), and the southern tip belongs to the Bargemen of the Gwathló. The central section is neutral ground, inhabited by merchants, factors, and ship owners west of the main road and the common folk who serve them on the east side. All factions in the city realize that business must continue.

Traffic on the Gwathló is heavy, and river traders are assessed a tariff on specific goods which pass through the docks. At times, the taxes can be high, but may be avoided altogether by purchasing a license from Hallas the Harbormaster for 10 gold pieces; it is good for one year.

The North Bank

The North Bank is the newest section of Tharbad, having been built by first Prince and then expanded by King Thor-ondur in the ninth century of the Third Age. The east end of the North Bank is the stronghold of the lesser guilds. The Glassblowers, in particular, populate the downstream side of the North Bank, led by the Calimiri, immigrants from Fornost in the original days of the expansion. The Saluters control the riverbank, and the Laborers hold the scarcely rebuilt west end. The central area of the North Bank is probably the safest area for travelers.

The Annon Forn, or North Gate, is open from dawn to dawn and charges tolls in the same manner as the South Gate (see above).

King's House

The King's Row is located along the great avenue of the Menetar. One of its most significant sites is the King's house on the Island. The walled gardens surrounding the turreted manor border both the boulevard and the Sir Swathló.

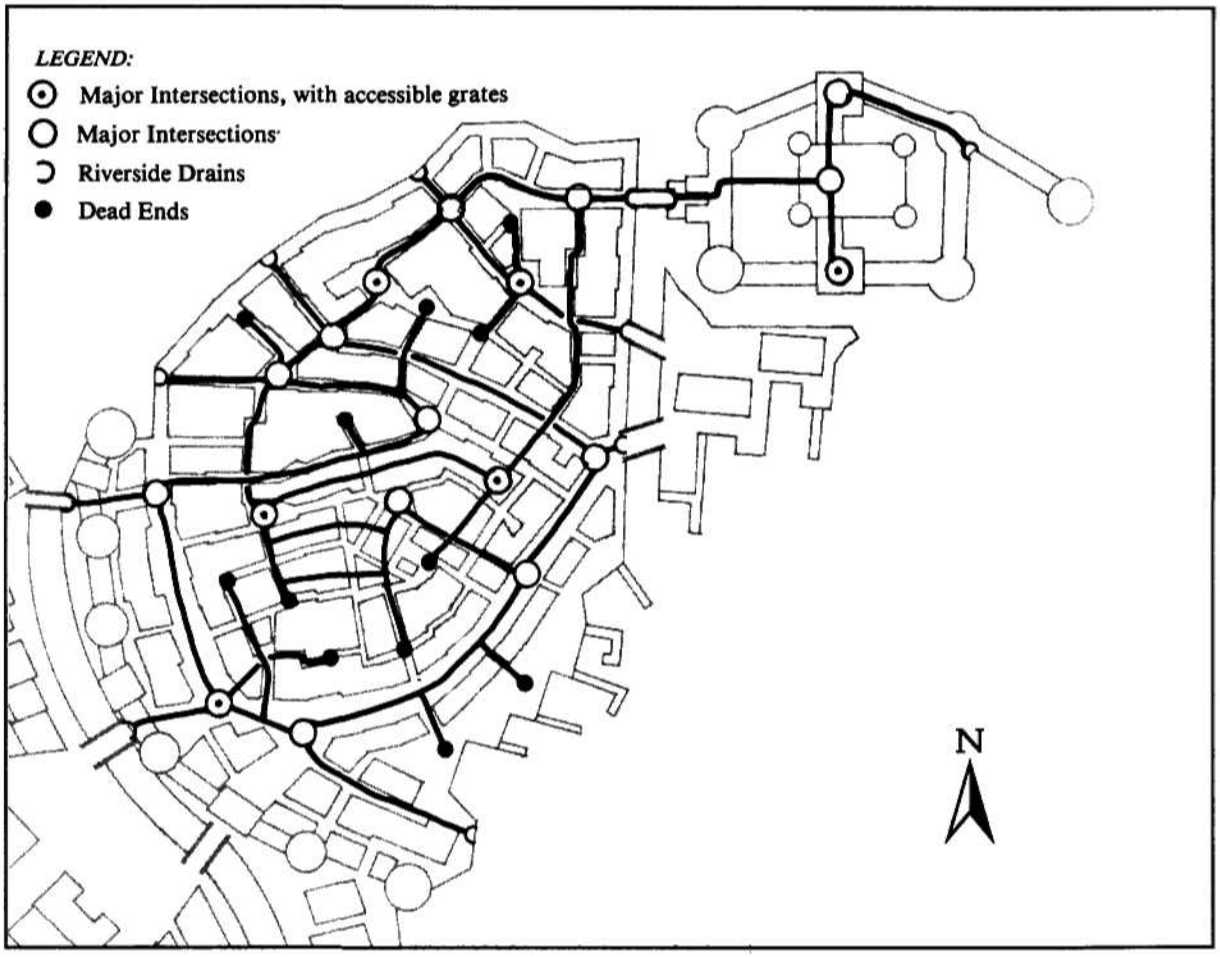
In T.A. 1409, the King's House is occupied by Regent Numhir and Princess Nirnadel whenever they are present in Tharbad. The Council of the Sceptre meets in its Great Hall.

In T.A. 1643, the domicile has been long abandoned and looted. Only children and vagabonds sneak into the ruin, either over the walls or across the dike alongside the river. It is haunted by what is said to be the ghost of Princess Nirnadel. Actually, the "ghost" is a Faerie being, a wood-spirit from the Old Forest whose tree was cut down and used as the back-board for a series of landscape paintings. The essence of Tathariel, the wood-spirit, is in each of the paintings; and each has, over the years, changed so as to show her face. One special painting, hidden somewhere in the walls of the King's House, binds Tathariel to the spot. She will haunt the place until she can persuade someone to locate that painting and buy or steal the rest of them for her. Tathariel is awaiting for someone other than a thief, beggar, or illiterate squatter to sneak into the King's House. Someone bright enough to figure out that she is not a ghost would be a prime candidate for the task of saving her. She knows the location of valuable treasures that would be ample reward for anyone undertaking her quest; however, if the person who stumbles across her is of bad character, she may just bind him to her cause by embedding a sliver of wood in his chest next to his heart and promising to make it grow- if she is betrayed.

Tathariel is detached and dreamy, after the manner of wood-spirits, and subject to temper-tantrums. She can talk for hours on any subject; some (10%) of what she says might be useful historical or political information. She does not actually intend to slay or injure anyone with her wood slivers or her haunting—which consists mainly of strange noises and visions—but if she is angered by evil deeds or bad faith she is capable exacting a harsh and terrifying vengeance.

The Shantytowns

Outside the dikes and gates on the north side of the river are the shantytowns, an expression of the miseries afflicting the rest of Cardolan. Consisting of hastily constructed shacks and drainage ditches, the locale is horribly overcrowded with refugees from the wars, and disease is rampant. Only a few healers and volunteers from the religious orders are available to tend the sick—and the Canotar and Mayor have few resources available to support a public dole.



Tharbad's Sewers

Tharbads original waste/storm sewer system, built by the Dúnedain, runs under what is now the Thieves' Quarter and adjacent areas. Other newer drains have been constructed, but they are not as complete of elaborate.

The main tubes (running directly from riverside drains) are generally 7 feet in diameter, and possess a trough in the center to carry water during low runoff periods, yet leaving a flat walkway on either side.

The side tunnels are 5 feet in diameter and perfectly round. Some connect with street grates and gutters by way of shafts 3 feet in diameter. with built-in iron-alloy ladders. Other shafts are smaller and not accessible to people. All shafts are usually 15-20 feet deep, permitting the sewers to run at least 15 feet below street level.

All street grates are a remarkable alloy which has survived almost intact through the centuries since the city's construction The grates of the lower sewer sections cannot boast the same quality, and many are dangerous to tread upon. They weigh about 50 pounds. The large grates which cover the riverside drains are in even poorer repair; most have a section missing or are gone altogether.

Since these are waste and storm sewers, there is an ever-present, noxious odor, there is a chance (2%) that any fire brought into the sewer will ignite explosive swamp/waste gases (causing 10-20 foot radius—reformed to the tunnels—*Fireball,* x1 damage).

Water Level in the Sewers

	Side Tunnels	*Main Tubes*	*Riverside Drains*
Spring	6 inches-1 foot	1-2 feet	2-3 feet
Summer	1 -6 inches	6 inches-1 foot	18 inches-2 feet
Fall	1 -3 inches	3-6 inches	1-2 feet
Winter	1-3 inches	3-9 inches	1-3 feet

Ostinen Turambar

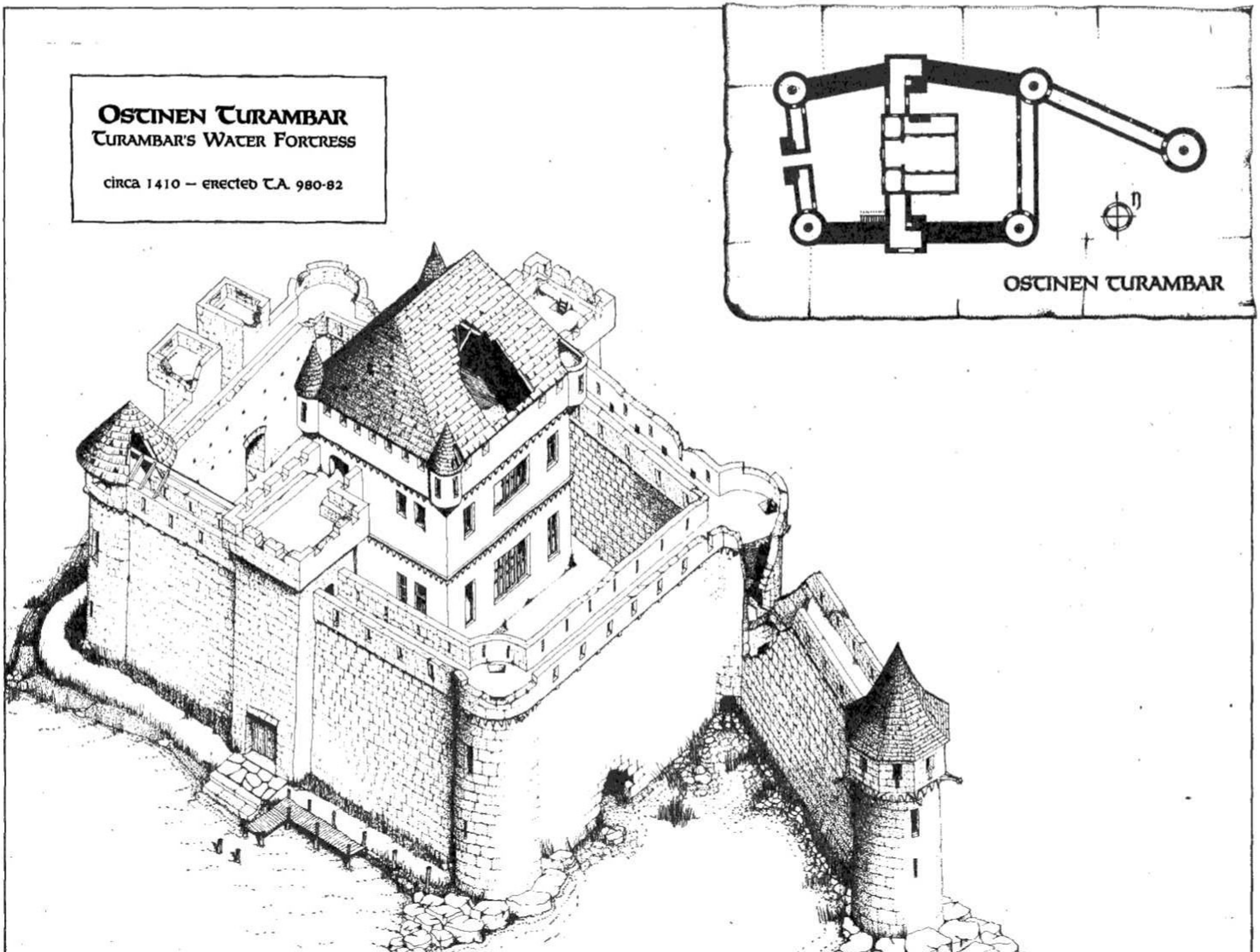
The fortress was once a lordly manor, but has long since fallen into a hopeless ruin. Below is a brief description of the layout of the castle, its present condition, and inhabitants.

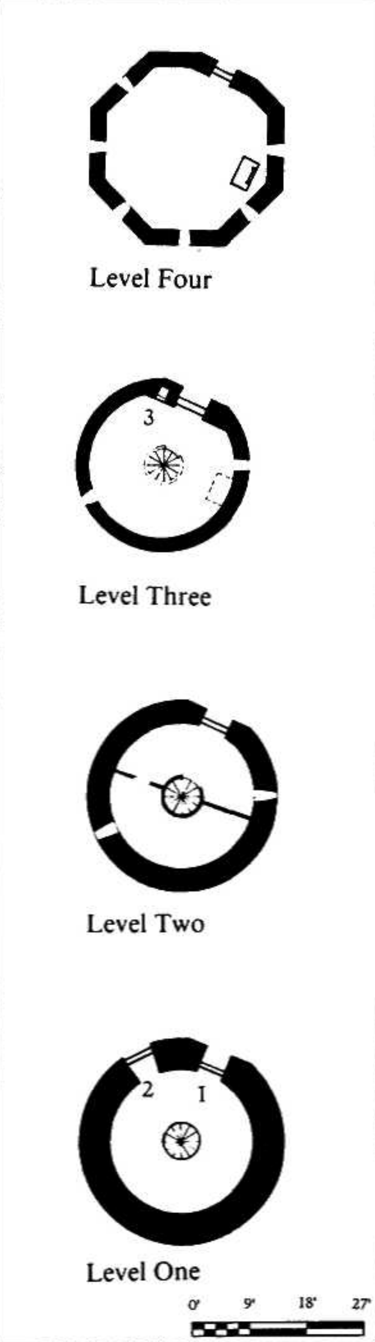
Circular Towers. All towers have basically the same **design: three stories** high with a stone spiral staircase connecting all floors. They vary in degree of dilapidation.

Central Keep. The ground floor holds the Great Hall, twin guardrooms just inside the west doors, a kitchen to the south, and a stair hall to the north. The second floor guest chambers and the upper portion of the Great Hall. The lord's quarters occupied the third floor.

North Wing. The upper levels have collapsed into the lower floors. The wing is uninhabitable.

South Wing. The most intact portion of the fortress, this is where Barnur and his gang have their refuge. Their loot is stored on the second floor in a chest (Very Hard, -20, to pick the lock). It holds 200 gold pieces, 850 silver pieces, and jewelry worth 300 gold pieces.


OSTINEN TURAMBAR
TURAMBAR'S WATER FORTRESS
circa 1410 — erected T.A. 980-82
OSTINEN TURAMBAR



Gargoyle's Tower

The Gargoyle Tower

This four-story tower served as a lookout point in the days when Ostinen Turambar was a garrisoned fortress. Now it has fallen into ruin, and rumors abound that it is haunted by undead spirits from the swamps.

The tower is not haunted, but the legends alone are enough to keep Barnur the ruffian and his men out of the place most of the time.

As can be seen on the map insert accompanying the castle view, the tower is connected to the rest of the fortification by a wall within which runs a hallway. This interior access to the tower is dangerous, however. Each time someone passes through the hall, there is a chance (10%) the ceiling will collapse (delivering 10-100 hits and a "D" krush critical to all within).

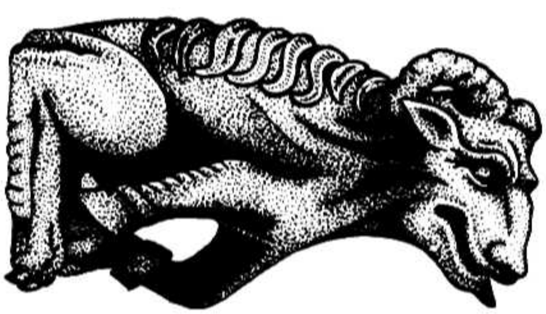
The alternate way to the tower is a narrow strip of land (sand and mud, actually) running along the north edge of the castle all the way out to the tower. It is usually no more than three feet wide, and after a heavy rain it disappears altogether. From this uncertain path, one can enter the Gargoyle Tower through a rent in the stones where the curtain wall abuts the tower.

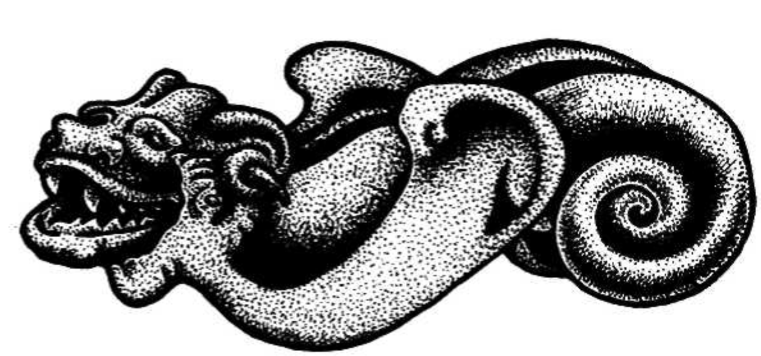
Level One. One can enter through a door (#1), which opens into the adjacent hallway. The door is relatively intact. Another door (#2) remains in place, but any attempt to open it may simply destroy its corroded hinges (40% chance), causing the portal to fall into the river. Several flags of the tower's stone floor are cracked. Broken remains of furniture are strewn across the entire space. In the chamber's center, a stone spiral staircase rises intact to the second floor.

Level Two, A wood dividing wall has rotted so extensively that leaning against it may bring the barrier down. The door into the hallway on the second level of the adjacent curtain wall is virtually gone. The spiral stair continues to the third floor, but, although structurally sound, it is broken in several places and will require careful maneuvering from any who ascend (Hard, -10, climbing maneuver).

Level Three. The door connecting the tower and the curtain wall is intact and thoroughly jammed. A hidden compartment (Sheer Folly to find) is located next to the door. The compartment is locked (Extremely Hard, -30, to pick) and contains a tiara stolen from Lothiriel. A rusty ladder gives access to the observation level above. There is a chance (20%) that any given rung will break when subjected to a climber's weight.

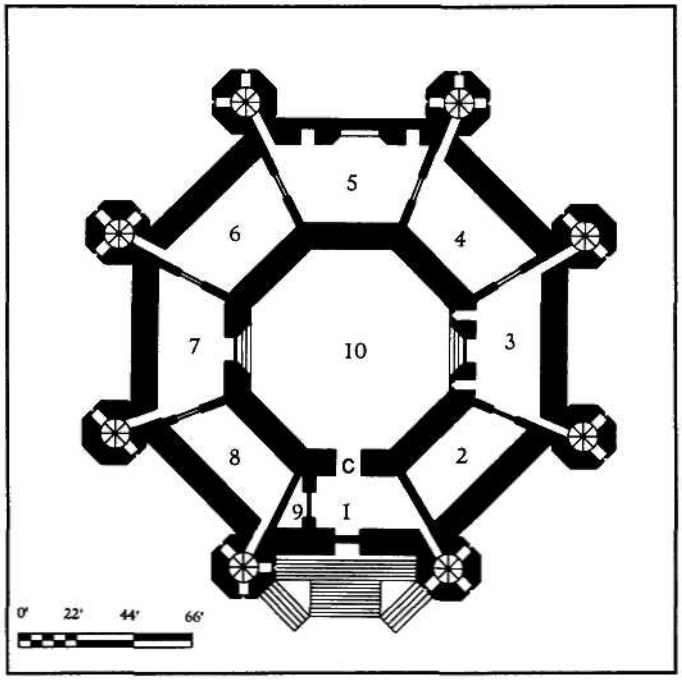
Level Four. The observation level boasts an array of windows facing in every direction. The door to the adjoining curtain wall is intact, but opens onto empty air. The floor is littered with bird droppings.





13.0 CASTLES

There are dozens of fortifications scattered across Eriador in T.A. 1643, and the few described in this section can only serve as examples. Many of the important keeps and towers in Arthadan use scaled-down versions of the plans of the two Cardolani castles presented below. The frontier citadel on the color insert, for instance, uses a more modest variation on the design of the Argond. The lesser towers of the frontier, such as those along the Weather Hills are modest keeps, with the addition of a few outbuildings and a low outer wall to allow room for the housing and protection of the local population in emergencies. Eldanar Castle, using a more rectangular design favored by a few northern Arnorian architects, is detailed in ICE's *Empire of the Witch-king.* ICE's *Dark Mage of Rhudaur* contains examples of lesser keeps, and *Weathertop* describes the fortress of Amon Sûl, the mightiest in all Eriador.



The Argond, ground floor

13.1 THE ARGOND

GM Note: *This castle is keyed to the adventure A Blow for Peace, Section 16.3.*

The home of the Prince of Dol Calantir, the Argond is an ornate, three-storied, hollow tower forty miles from Tharbad. The castle takes the shape of an octagon with slender spires at each corner. Each tower contains six landings and numerous arrow slits. During happier days, its dull granite walls were sheathed with copper, and the Argond is now a most striking hue of green. Built on a solid outcrop of stone, the Argond lacks a basement. The citadel has yet to be seriously tested by a siege—which is just as well, since some of its defensive arrangements are questionable.

GROUND FLOOR

1. Entrance. Elegant marble steps lead up to a sturdy door (forged of High Steel), provided with seven deadbolts. Practically speaking,it is impossible to force this door without an enchanted ram. The entry hall opens on to the first tower, and the central court yard. Internal defense is mainly provided by the two dozen murder holes in the ceiling. Four guards are on duty at all times.

2. Guard Barracks. Eight guardsmen sleep here when off duty.

3. Entrance Hall. The prime entrance to the interior of the castle. Two guards are stationed here. The chamber is furnished in unusual pastels and paisleys.

4. HalL The portraits of former rulers are displayed on the walls. The stairs in the adjacent tower are the most commonly used.

5. Kitchen.

6. Pantry,

7. Guard Barracks, Similar to those described above(#2) There is an exit to the central courtyard, usually open and watched by one guard.

8. Servants Barracks.

9. Secret Room. It is too cramped to serve as an effective guardroom. The door is virtually impossible to find as it is hidden by a tapestry. If tapestry is removed, it is only Hard (-10), The lock is Sheer Folly (-50), requiring the simultaneous operation of three keys. There are no traps. Finduilas likes to spy on visitors from the small room and then rush up the stairs in the first tower to greet them on the second floor.

10. Central Courtyard. Finduilas had the ancient tiles and pools removed and replaced them with herb borders. Her interest in herbs has diminished, but the servants ensure the garden remains in excellent condition.

SECOND FLOOR

11. Great Hall. Stairs ascend to the Great Hall from towers two, three, and four, with a guard at each. The hall is primarily a reception area, decorated with the heads of the many beasts killed by Finduilas' grandfather.

12. Secret Door. Connects with the adjacent guardroom (#18). Extremely Hard (-30) to detect the narrow door. Its lock is deceptively Easy (+10) to open. There is a Medium (-0) needle trap in the lock poisoned with lus. A Hard (-10) to detect trap in the lintel drops three similar needles. However, the greatest danger is when a wire has been rigged to the cauldron of hot oil always bubbling in the guardroom. With but a little careless tension, the wire pulls a plug, causing the oil to spew into a slight recess in the floor leading to the secret door.

13. Paintings. This end of the Great Hall is decorated with surreal works painted by Finduilas' father.

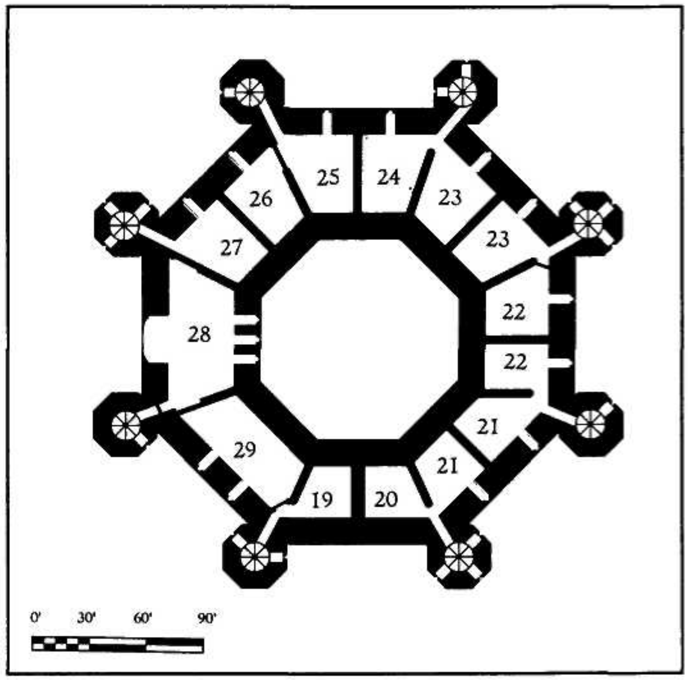
14. Feasting Hall. The furniture is a delicate, filigreed brass supporting carved pieces of white marble.

15. Door. The entrance to Fëotar's suite. Two guards are stationed here. The door is locked—Extremely Hard (-30) to unlock.

16. Fëotar's Office. His two bodyguards must sleep here. The most notable feature is Fëotar's desk, a massive piece of cast High Steel. The desk holds four drawers, one cubbyhole, and one cupboard. Each has a distinct (Sheer Folly, -50) complicated lock and complimentary needle trap tipped with lus. Two of the drawers (selected randomly) and the cupboard contain *Runes of Petrifaction.* These compartments are crammed with papers documenting their owner's nefarious activities. None link him with the disturbances in Tharbad. The cupboard also holds a sack containing 150 gp, 30 mp, and 12 large river pearls worth 20-40 gp each. Egress to the stairs in the seventh tower is blocked by a High Steel door with similar locks and traps.

17. Fëotar's Bedroom. A jackdaw's collection of precious articles are tastelessly displayed. The door is similar to that in Fëotar's bedroom (#16) as is the entry to the stairs of the eighth tower. Fëotar has an Elven dagger that detects malice and/or hate hung over the door. It will glow green when such a person is in the bedroom or the adjacent guardroom (#16 or #18).

The Argond, third floor



THIRD FLOOR

18. Primary Guardroom. The four guards stationed here have 200 slender wooden javelins that can be dropped through the murder holes into #1 and which strike as +20 daggers. They also keep a 4 gallon cauldron of oil bubbling at all times. The oil can be poured through the murder holes (with ladles or by dumping the cauldron on the floor, or out over the main gate). Each pint of oil that strikes will hit as a +30 *Fireball,* though any criticals will repeat for three consecutive rounds.

19. Storage Room. Fëotar placed a *Rune of Invisibility* under a trunk filled with linens. He will flee to this storage room and hide if he feels threatened. Finduilas has glued a packet containing papers linking him to the Tharbadian rebels to the bottom of the trunk that Fëotar has not and is not likely to notice.

20. Armory. Several complete sets of +5 weapons and equipment.

21. Guest Rooms.

22. Suite for the Castellan. He will be evicted for particularly important guests.

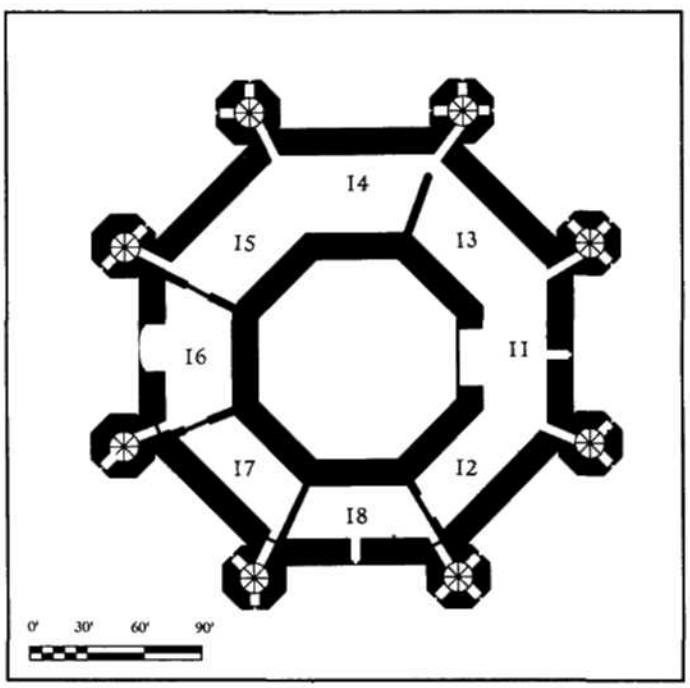
23. Sergeants' Quarters,

24. Captain's Chamber. He heads the castle guards.

25. Fool's Chamber. Finduilas retains a fool in her retinue.

26. Storage Room.

The Argond, second floor



27. Bodyguard's Chamber. Finduilas retains a bodyguard. A secret door allows access to her mistress' suite. It is Very Hard to find (-25). The door is not locked or trapped, rattier it is operated by a powerful spring. It will take a Strength bonus of at least 20, and an Agility (or Quickness) bonus of at least 25 to operate. Those failing may take a +60 Fall/Crush while attempting to slip in. It is Absurd (-70) to attempt to wedge the door open.

28. Finduilas' Parlor. The stairs in the seventh tower ascending from the second floor are plastered with warnings in many languages—alerting the climber to beware of Demons. Stepping on the sixth stair from the top initiates a programmed illusion of a *Demonic Gate* opening with three powerful Demons emerging to fight. The illusion is very well ensorceled (-25 to RR). Welcome guests are warned not to react. Those deploying and engaging the demons will inevitably brush against the walls which are covered with myriad minuscule needles. These are imbued with the refined essence of tartiella—brushing just a couple will give the wary guest a thorough dose. The lock on the door is only Medium (-5) in difficulty, but it requires a series of operations that will take at least 3 rounds. A loud chime will sound when the door is opened; it is Sheer Folly (-SO) to attempt to silence it. Finduilas receives few guests, and the room is strewn about with her very impressive collection of magical lore. There is an unmade bed for her to nap on, and it will take a high perception roll to deduce that this is not a sleeping apartment

29. Finduilas' Bedchamber. The secret door fits completely behind an ancient full-sized chart of the Essence centers of the body. It is Extremely Hard (-35) to locate, and a tactful invader should be reluctant to risk the ruin of this precious heirloom in examining the portal. It is operated by moving the latch of the center courtyard window of the parlor back and forth three times, and placing light pressure on the left shoulder of the chart. The bedroom is a tidy contrast to the parlor, but Finduilas has kept no evidence that incriminates her even in her inner sanctum. The secret door leading to the storage room (#19) is only Hard (-15) to locate; however the door is magically operated. One must place a pencil sized stick of wood into the old mechanical keyhole and cast a *Charge Wand* spell.

13.2 BARAD GIRITHLIN

GM Note: *This castle is keyed to the adventure Treachery, Section 16.4.*

Barad Girithlin, the ancestral home of the lords of Dol Girithlin, is another of the mighty towers popular among the nobles of Cardolan in the years immediately preceding the Downfall of Númenor. Unusual for its heptagonal design, the citadel has been the scene of many sieges because of the perennial ambitions of the Girithlin family. The tower has generally resisted well, although it was taken by Annael, the first Canotar, in T.A. 1414. The damage wrought by this sacking has not yet been completely repaired on the lower floors, and it seems that the fire scars on the alabaster exterior are beyond repair.

Ground Floor

1. Entrance. A semi-circle of broken black marble steps lead up to two wooden doors—each with a guard.

2. Left Door. Behind the wooden door are two sturdy portculli and an iron inner door. The portculli are operated from the guardroom (#5). The inner door is barred from the inside where a guard is stationed.

3. Right Door. The mirror-image of the left door (#2).

4. Entrance Hall. The side walls are covered with tapestries depicting the great deeds of House Girithlin.

5. Guardroom. Two guards and a sergeant are stationed here. Arrow slits command the adjacent hall and corridor (#4 and #6), and the controls for the outer doors are set on the inner wall. The iron door from the courtyard is similar to that at #2.

6. Corridor. Leads to stairs descending to the cellar.

7. Guards' Rooms. Two are likely to be present in each.

8. Sergeant's Quarters. The off-duty sergeant is not likely to be here, since all three have homes in town.

9. Stairs. Descend to the cellar.

10. Dumbwaiter. The main kitchen is located below—the dumbwaiter eases the conveyance of food to the feasting hall (#16). 2' by 2' shaft.

11. Lesser Kitchen.

12. Corridor. Leads to the courtyard. The iron door is barred on both sides and has two guards—one inside, one out.

13. Red Obelisk. 10' high, a memorial to the ancestors of House Girithlin.

14. Reflecting Pool. Fed by a small spring through two small fountains. The pool looks very deep, but this is an optical illusion; it is only 2.5' deep.

15. Rock Garden. Designed tastefully. The iron stairs from the balcony above are usually pulled up to the second floor.

16. Feasting Hall

17. Ceremonial Hall The lords of Girithlin have traditionally held court here. The replacement furniture and furnishings are not up to previous standards.

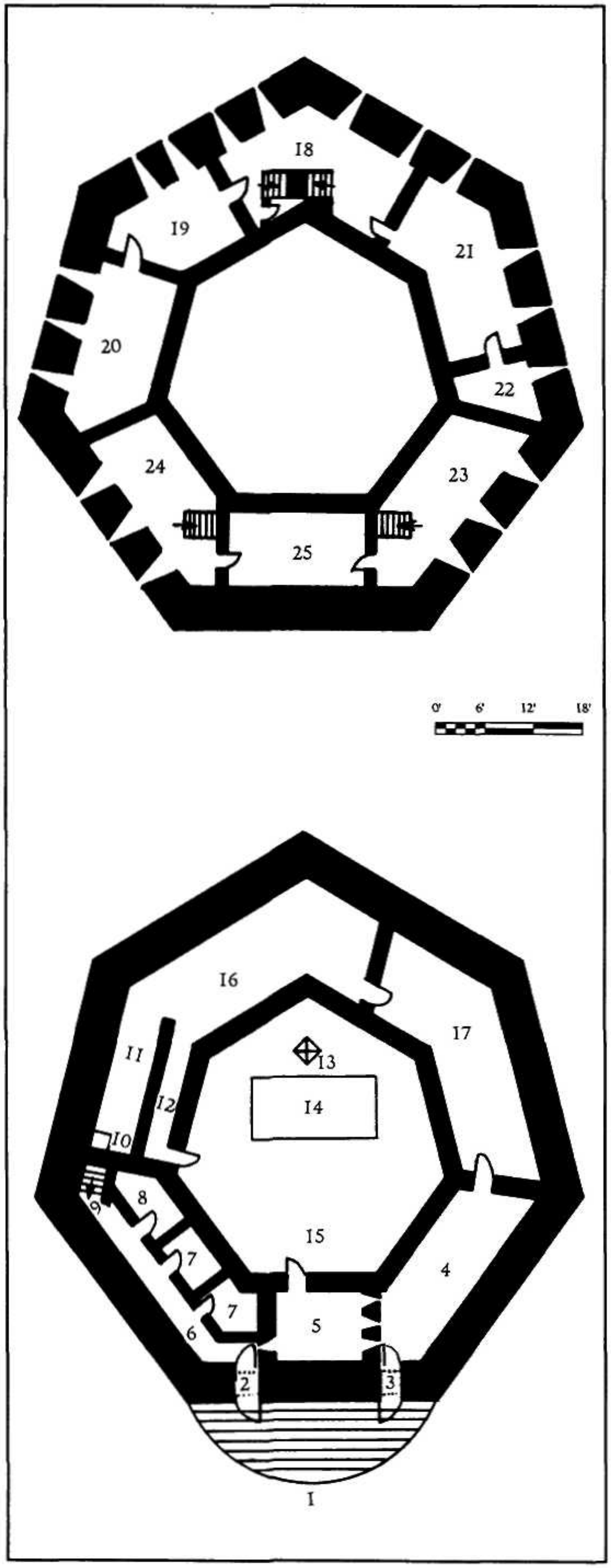
Second Floor

18. Central Hall. Twin stairs descend from the third floor; one guard is stationed here.

19. Armory.

20. Captain of the Guard's Room.

21. Soldiers' Barracks. They are currently on patrol



Barad Girithlin, ground floor & second floor

22. Large Closet. Stocked with lamb jerky, flour, and vinegar.

23. Castellans' Room. Stairs to the third Floor.

24. Bedchamber. Nominally Eärnil's quarters, Echorion lives here when not in Arthedain. The iron door's lock has been tampered with so that it is Routine (+30) to open. One guard watches the stairs to the third floor when Echorion is absent or asleep.

25. Library.

Third Floor

26. Iron Balcony. The narrow walkway overlooks the inner courtyard.

27. Circular Iron Staircase. There is another landing on the second floor. The stairs to the ground level can be pulled up and hung beside the top landing.

28. Eärnil's Bedroom. The window is heavily barred with steel. The steel door to the adjacent hall (#33) has three Extremely Hard (-30) locks which are trapped to operate the spear traps in the corridor, four +60 spears. The traps are Very Hard (-20) to disarm. When Eärnil sleeps, he rigs a heavy crossbow to go off if the door opens. This trap is Sheer Folly(-50) to disarm. The room is somewhat too ornately decorated to be attractive.

29. Eärnil's Office. He does not bother to lock the door. He keeps no incriminating evidence as a rule, but the disguise in which he recruited the party is stashed in the closet.

30. Sitting Room. The furnishings are ornate—too ornate. The assassins will monitor the party's progress from behind its barred window.

31. Double Stairway. Descends to the second floor. Two guards.

32. Closets.

33. Back Hall.

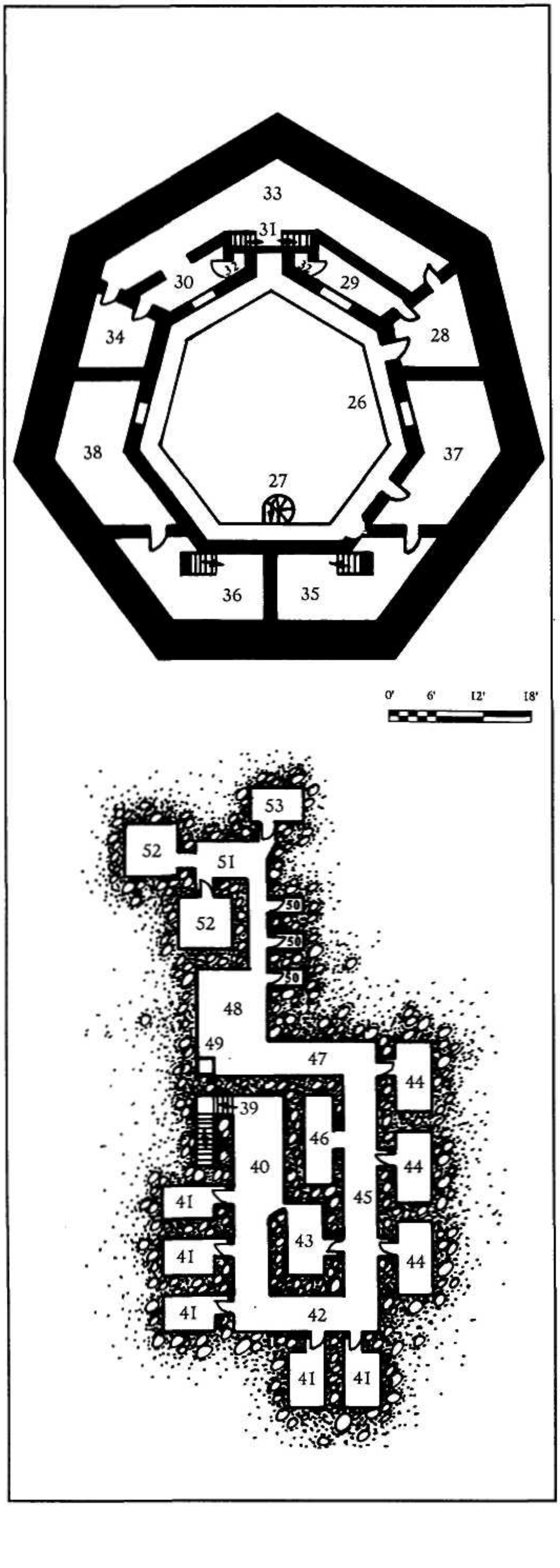
34. Dining Room. Eärnil sleeps here during the winter to gain the warmth of the fireplace. The door is steel and triple locked (as at #28); its trap drops the balcony.

35. Storage Room, Now serving as the quarters for the castellan's mistress.

36. Emergency Barracks. Currently the residence of Echorion's squire.

37. Guest Room. Steel doors usually not locked.

38. Conference Room. Unlocked, steel doors.



Barad Girithlin, third floor & basement

Basement

39. Stairs. Descend from corridor on ground level (#9).
40. Well-lit Hallway. One guard on duty, many milling.
41. Guards' Barracks.
42. Side Hall.
43. Exercise Room. Arrow slit allows monitoring the adjacent corridor (#40).
44. Storage Rooms. Locks are Very Hard (-20) to pick.
45. Corridor.
46. Parlor. Reserved for servants and guards; usually occupied.
47. Side Hall.
48. Main Kitchen.
49. Dumbwaiter. Carries food up to the feast hall,
50. Pantries.
51. Back Hall.
52. Servant's Dormitory. Usually rowdy at night.
53. Head Cook's Chamber.

13.3 THALION

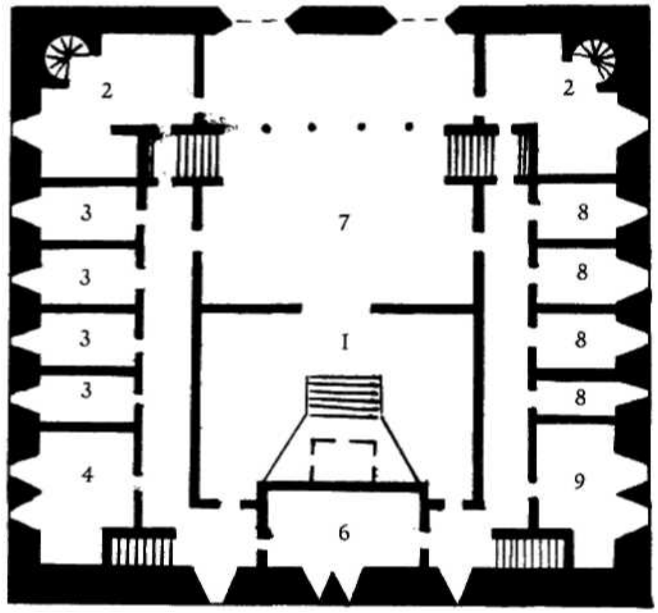
The palace of Thalion, on the southern edge of Metraith, was long the favored residence of the Kings of Cardolan. Thorondur chose it as his capital upon the division of Arnor, and, when one of his lieutenants complained that the location was indefensible, Thorondur proclaimed that he would need no defenses. This boast did not long survive the first King of Cardolan—Thalion was captured and ransomed by Arthadan forces during the Twelve Years War. Since that defeat, the palace has fallen fourteen times and been looted five times, most recently during the insurrection in Fëotar. Now that the Princes of Dol Tinarë have been burnt out of their more secure keeps, they hope to rebuild Thalion to its former glory.

GM Note: *The key below describes the situation in T.A. 1643, during Ernil Hallas' campaign against Creb Durga (see Section 17.3). The war was planned from this palace; spies and assassins would greatly reward anyone able to break into Thalion.*

First Floor

I. Throne Room. Not as gaudy as it might be. The throne is on the raised dais at the south end; the curtained rooms just behind it allow the ruler to make a dignified entrance through the secret doors from the main hall (#7), Four men are on duty at each of the two entrances.
2. Guardrooms. Six men are on duty in each room.

The staircases on either side lead down to the ground floor, the main guard barracks, and the dungeon.
3. Bureaucratic Offices, Few of these officials actually live in the palace, but they occasionally "sleep in" on a couch to be sure that someone can respond to the wishes of their ruler.
4. Audience Chamber. Much of the daily business of the Tinarë is conducted here. Lord Barahir Tinarë spends most of his day in this room.
5. Hallways. Staircases lead down to the kitchens and servant quarters. Guards are posted at the turn of each hall.
6. Grand Dining Hall. State dinners are held here.
7. Main Hall. Ceremonies and dances are few since the plague. The antechamber on the north side of the hall was used by the King dressing for ceremonies in the throne room and also by musicians and actors preparing to entertain in the hall.
8. Guard Officers' Quarters, Some wives and children may be found here.
9. **Captain of the Guard's Quarters,**
10. Secret Passages. Neither one stops on this floor.

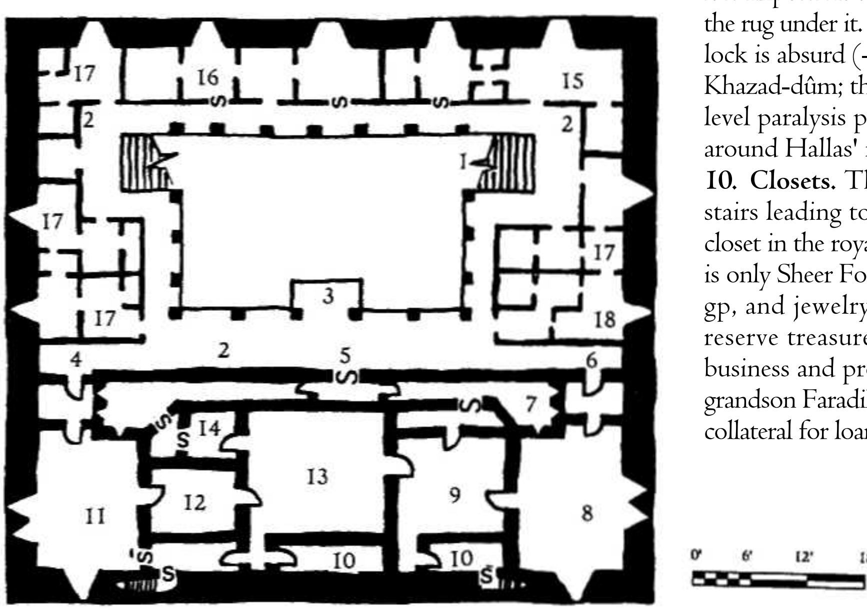


Thalion, first jloor

Second Floor

The War has left the palace somewhat desolate. Three of the Tinarë have apartments on the second floor, but two of them are away on campaign. This leaves Lord Barahir, two of his servants, and Lord Celedur's mistress as the only current residents.
1. Stairs, Ascend from #7 on the first floor.
2. Upper Hall. Great arches support a dome of stained glass and steel that pours light into the hall. Paintings, tapestries, and sculpture adorn the hallway; they don't equal the quality the past.
3. Balcony. The Princes may sit here in comfortable isolation and look down on revelers below. A command changes the alignment of the glass overhead and the lighting on the dance floor. Unknown to most, anyone standing or sitting on this balcony gains +100 to listen to any conversation in either the upper or lower hall.
4. Entry to the Queen's Suite. One guard on duty.
5. Secret Door, Access to the watch rooms (at #7). All the guards know about it, and therefore so do the palace staff.
6. Entry to the King's Suite. One guard on duty.
7. Watchrooms. Two guards in each. Unoccupied if no one in residence in the royal suite.
8. King's Office. Now called the "Prince's Day Room" and used by Hallas for business and entertainment.
9. Prince's Library/Den. A coffer full of important documents is built into a compartment beneath the desk; it is impossible to find unless one moves both the desk and the rug under it. Hallas is too weak to do this himself. The lock is absurd (-70) to pick. It was made by Dwarves of Khazad-dûm; the metal itself is impregnated with a 20th level paralysis poison. The one key, hanging on a chain around Hallas' neck, is impregnated with the antidote.
10. Closets. The secret doors connect to passages and stairs leading to the dungeons and escape tunnels. The closet in the royal bedroom has a secret compartment that is only Sheer Folly (-50) to locate. It holds 100 mp, 800 gp, and jewelry worth 1,200 gp. This is the family's reserve treasure; the rest of its wealth is invested in business and property in Tharbad. Only Hallas and his grandson Faradil know that these assets have been used as collateral for loans to finance the war against the Warlord.

Thalion, second floor



11. Royal Nursery. With the privy chamber (at #12), the nursery is being prepared as a suite for the use of Lóranna, Hallas' great-granddaughter. She is currently living in Arthedain.

12. Queen's Privy Chamber. Under construction. One of the carpenters has discovered the secret doors in the adjacent closets, but is unsure to whom he should sell the information.

13. Royal Bedroom. Prepared for a very sick, aged Prince. Hallas usually spends his days here, his older servants tending him. Since he departed on campaign, the guards are lax, and younger servants have been using the room as a tryst ing place.

Built into the chamber pot under the bed are herbs and alchemical agents that allow the dark priest Tarmoresar the Unseen (a minion of the Witch-king) to cast enchantments into the room from a secret location in a cemetery a mile southwest of the palace. The Angmarean sorcerer intends to use the pot as a focus for *a* spell that will imprison Hallas' spirit upon his long-anticipated death.

14. Storage Room. The secret door provides access to the guard rooms.

15. Lord Celedur's Suite. Currently out on campaign. He is a widower, but his very young and very common mistress, Tempi, has the use of these chambers as long as she remains inconspicuous. Only a few of the servants will speak with her, but she is learning quality manners from one of the older ones and befriending some of the guards to ease her loneliness.

16. Lord Barahir's Suite. Bitter over the loss of his wife and child to the plague, he has become absolutely grim since Hallas joined the Tinarë army in the field and ordered him to stay at the palace to organize supply. Barahir's chambers are maintained as though his family were still alive. His personal servants, a married couple, sleep in the east room, and a guard stands at the doorway to his day room. The secret exit from his bedroom, at the west end of the suite, is one-way out into the hall.

17. Four Additional Suites. They were used for common rooms and additional family in happier days. Currently none are occupied, and their furnishings seem incomplete; various objects have been stolen or removed to decorate other parts of the palace. Egale, the chief cook's daughter, has copied a master key to these suites and plays in them with her friends. Tempi, Celedur's mistress, has befriended the children. An Angmarean spy planted among the kitchen staff is just beginning to understand this situation and hopes to use it to his advantage.

18. Doctor's Suite. Lengha, Hallas' physician, dwells here along with a servant. Both are with the Prince and the army. Under Lengha's bed rest three brand new chamber pots, matching one currently in Hallas' bedroom (see #13, above). Lengha, who has served the Tinarë for thirty years, cut a deal with a mysterious personage to betray them. He expects to receive enough money to buy his way to Gondor. Egale the chief cook's daughter, has discovered these pots and does not yet understand their meaning; she may someday describe them to that old traveling conjurer, Gandalf the Grey. Her mother knows him well and claims he knows "a little bit about everything."

Cellars

1. Stairs. Descend from halls on first floor (#5).

2. Kitchens.

3. Storage. Primarily foods.

4. Cold Storage. Magical mechanisms: no one is sure how these work, but they are useful. Among the sides of beef and mutton hung here is the burlap-covered body of a servant who mysteriously disappeared three months ago. The second cook murdered him to keep the clod away from his wife; now he doesn't know how to get rid of the corpse with a cleaver-shaped hole in its chest.

5. Tunnel. Access to the main servant quarters. Two guards are posted; doors closed after dinner unless there is a major party upstairs. Wheel on the wall opposite staircase rolls a portcullis and steel door across the passage in emergencies.

6. Palace Servant Quarters. These are the more trusted servants, usually waiting directly on the palace residents.

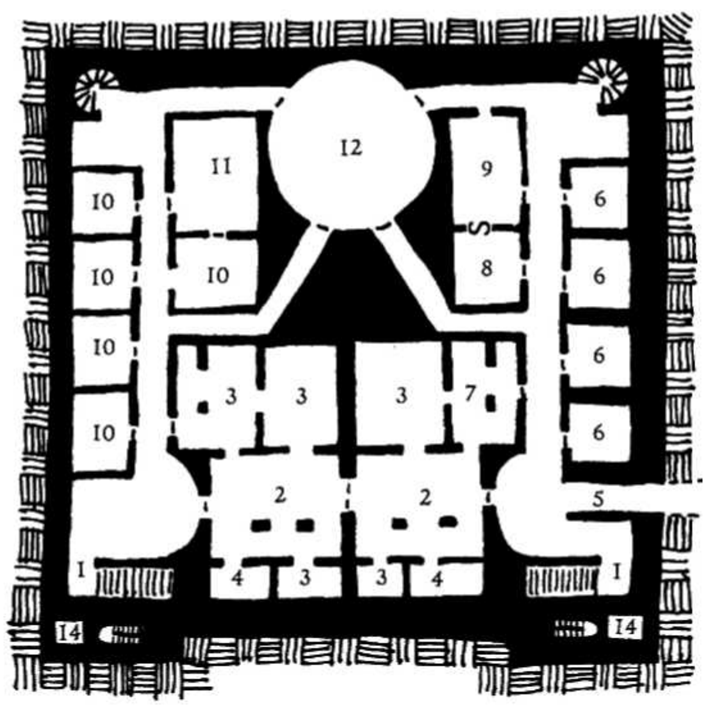
7. Servants' Day Room.

8. Chief Cook's Room.

9. Palace Steward's Quarters.

10. Guard Quarters.

11. Armory.



Thalion, cellars

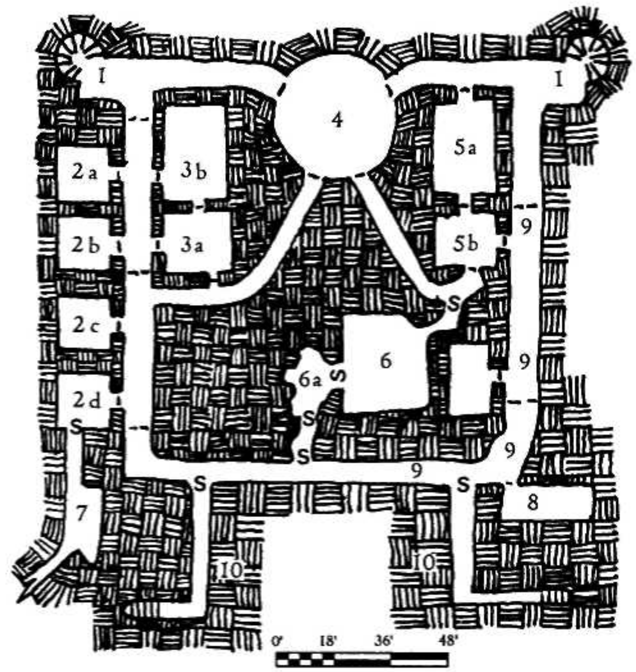
Thalion, dungeon

12. Guards' Drill Room. Used as a dance hall by the staff. A grate in the floor drains down past the laboratory.
13. Stairs to the First Floor. Closed and locked doors also lead to the dungeons, but no one speaks of them.
14. Secret Passages. They do not have access to this level.

Dungeon Level

1. Dungeon Entryways. The western one has a table and chairs, but these are unused. Thalion was never supposed to need a dungeon, but one was eventually built for political prisoners of special interest to the rulers.
2. Small Dungeon Cells, All locks are of average difficulty (+0) to open.
a. Well-furnished Cell. Appointed for prisoners of rank. A magically glowing stone in the ceiling provides light, while another in the wall generates sounds of the countryside in spring upon command. The fancy trappings are showing the effects of mold and mice.
b. Cell. Can hold three prisoners; currently empty.
c. Cell. Can accommodate three prisoners. Its floor is littered with old chains and manacles left behind after the mass executions following a civil war. Anyone poking among them discovers a set painted jet black. Under the paint is a mithril alloy, enchanted and capable of holding a Demon or Undead. The manacles are worth 400 gp.
d. Cell. Can accommodate three prisoners; moldering remains lie along the south wall. The wretched, chained corpse is actually a clever construct. A historical Perception roll (-30) reveals that the "corpse's" clothing is four hundred years out of date. If commanded, the construct rolls over and unmasks the secret door (-20 to locate once uncovered) leading to the escape passage (at #7).
3. Large Common Cells. Manacles every three feet along the walls, and oubliettes (covered pit cells) in the floor.
a. Cell. No prisoners, but one of the two pits in the floor makes noises as if occupied. When the lid is lifted, a puddle of twitching slime at the bottom rustles and mews.
b. Cell. Three prisoners captured in Tharbad are kept here. Two are assassins, one slick enough to claim he was framed. The third prisoner, Grethor, is a rabble-rousing republican ally of Fëotar and the Laborers' Guild, The guild would pay 20 gp for his return and raise a political storm if they knew where he was. Grethor has to be careful about trying too hard to escape, because Lord Barahir would consider having him "disappear" to avoid trouble- One of the four oubliettes emits scratching noises occasionally. Lifting the lid reveals a layer of stone slabs, carefully sealed with mortar. A warning sigil on the stone conveys a feeling of alarm to persons inspecting this seal.

Three mannish victims of magical experiments were thrown in here generations ago, poisoned by a process similar to that used on the door-guard in another cell (#2d). The "animates" that resulted from the poisoning resemble deformed humans. One of them wears jewelry and rotted silks indicating a relationship to the Cardolani royal family. All are quite active and effectively insane. If released, the animates will kill everyone within reach and then wander about the palace, performing random acts that mimic the daily routines of their victims.



GM Note: *Anyone bitten by an animate and not killed must resist a 10th level blood poison or become an animate in 2-20 hours. Animates are repelled by strong light and attracted to magically protected buildings; if kept outside or exposed to daylight for more than 4hrs. they weaken, fall apart, & decompose rapidly.*

4. Interrogation Room. Half the torture equipment has been used recently, while half rusts. The Tinarë don't like to admit they use this room, and hence do not clean it regularly.
5. Old Magical Laboratories. Another set of rooms no one admits to, since "proper" magic in Amor traditionally is done in high towers where the stars can be observed and consulted. The alchemy and summonings performed here produced the animated flesh in the cells (#2d and #3b).
a. Magicians's Room. Looted long ago. Nothing remains save broken tables and iron brace-work, a fireplace and brick oven, and bits of shattered glass. Magical phrases are inscribed on the wall. One of them generates a *Sleep* spell, cast on whomever in the room the reader concentrates on. Another suspends articles of clothing in mid-air.

A third phrase scrapes the surface grime off the floor in the middle of the room to reveal a complex magic circle. Any spell cast from it has 10 times its normal range and duration. A few hours study of the runes inscribed here adds 20% to a magician's chance of learning his next spell list. Leb, the animate child from the next room (#2b), likes to play hop-skotch on the circle; doing so conjures up pleasant visions of the worlds outside Thalion palace.

b. Chanting and Reading Room. Some old furniture, lanterns with herb-burning attachments, shelves, a cot, rugs and pentagram on the floor, and a fireplace before which rest a silver teapot and serving trays (worth 10 gp). The few tomes left ate not greatly useful, but a careful reading (1-3 hours) gives a rough guide to the story of the animates and how they may be slain. More intriguingly, a pile of rags under the cot is not as old the rest of the furnishings. Leb, a child turned into an animate, lives here. He can crawl up a ventilation shaft over the fireplace to reach the ground floor (#12, above) and explore the palace during the night. He has gray, distorted features, dead, cold flesh, and ape-like movements that would terrify most people. However, Leb is quite harmless, unless frightened into biting someone. He maintains, after centuries of haunting Thalion Palace, a strange air of childish innocence, and he can be befriended.

6. Trysting Chamber. Carefully maintained, still used by the Tinarë and their secret lovers. Well appointed in silks an tapestries, magically warmed, it stores music within its walls and re-plays it upon command up to a month later. Unfortunately, there is a 20% chance that the room will store conversation, and a 50% chance that it will play a dialogue back for one who is sincerely interested.

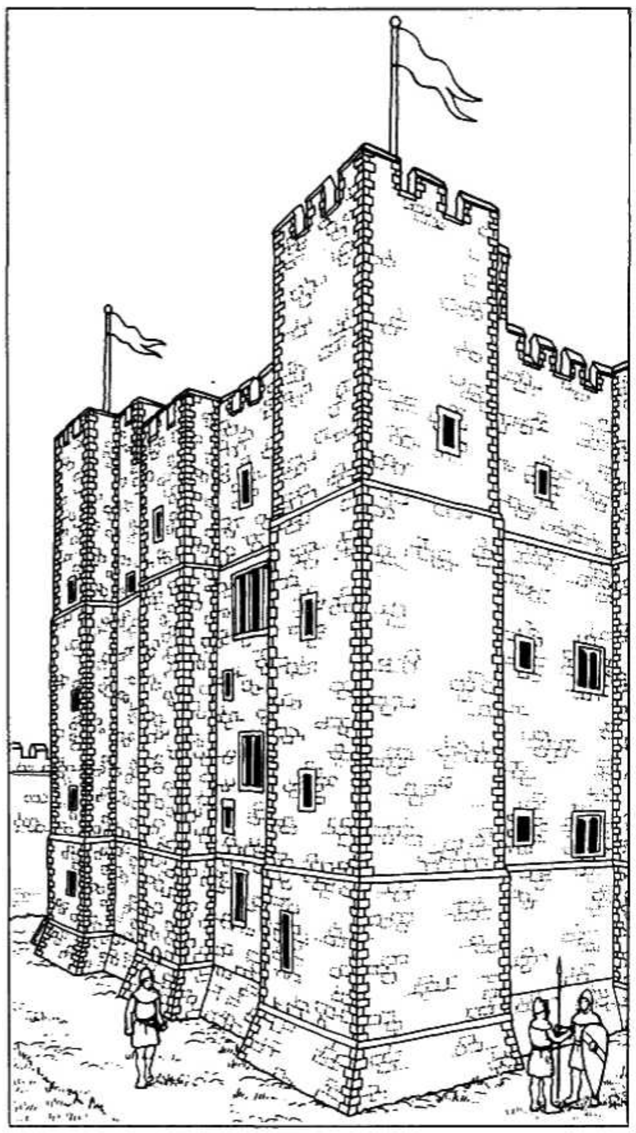
a. Changing and Storage Room. Supplies the trysting chamber. The finest collection of wines and silken bed-clothes in Cardolan. A selection of stimulant herbs is also stored here, in a Hard to find (-30) wall compartment.

7. Escape Tunnel. Leads almost a mile underground to a cemetery set in a rocky bluff. The rock covering the outer opening has not been moved in a century, and consequently is undetectable. Only 3-30 rounds of hard work with the lever on the tunnel side of the rock moves it enough to allow an exit. The chamber near the palace end of the tunnel contains clothing suitable for disguising escapees. One of the cloaks hanging here is +10 to DB and +30 to Stalk/Hide. A pair of boots next to it can cast the spells *Hues* or *Silent Moves* 3 times per day.

8. Vaults. Doors are Sheer Folly (-50) to open, as well as requiring a special lever or +40 in Strength bonuses to work their mechanisms. Aside from shelves and 1,600 gp worth of cumbersome artwork, the vaults are empty. The Tinarë are virtually bankrupt; they still have some reserves of coin and gold hidden in Khazad-dûm, but all the metal normally kept here is traveling with Prince Hallas.

9. Pools. The floor of this rough tunnel is uneven, and puddles of water collect. These four large ones are part of the defenses of the vaults. They are 6' across, blocking the hallway, and 2" to 6" deep. Tinarë family members can command the water to part, allowing dry passage. The two pools in front of the vaults electrocute anyone trying to open the doors. If the water has not been commanded to part, anyone in contact with it takes 1-3 "C" electrical criticals per round, resisted as 15th level attacks. The Tinarë can summon this electrical attack at will from any of the four pools; they can also summon up an image of anyone who has waded in the water in the past week.

10. Secret Passages. Good Dwarven workmanship. The two secret doors are Absurd (-70) to detect; anyone standing in the secret passage may summon a *Long Eye* to see into the main corridor without opening the door.



14.0 SITES OF INTEREST

14.1 THE BARROW-DOWNS

"Eastwards the Barrow-downs rose, ridge behind ridge into the morning, and vanished out of eyesight into a guess:... Their way wound along the floor of the hollow, and round the green jut of a steep hill into another deeper and broader valley, and then over the shoulder of further hills, and down their long limbs, up their smooth sides again, up on to new hill-tops and down into new valleys. There was no tree nor any visible water: it was a country of grass and short springy turf..."

The Red Book of Westmarch

From a practical point of view, the downs of Eriador are good for little except grazing sheep. They are, however, grand and beautiful in their own stark fashion, and this may have affected the Edain's decision to build their tombs there. The mounds on top of the downs look impressive, especially when crowned with stones.

The barrows of the First Age are clustered near the northeastern edge of the downs, close to the ancient Adan town site on Bree-hill. Most of these have worn down to very low mounds. Many of the standing stones that marked the top of the burial sites have fallen or eroded, giving the ancient barrows a tumbled, worn-down appearance. The downs were first used as a burial ground early in the First Age, before most of the Edain departed for Beleriand. Three additional mounds were built at the conclusion of the First Age to hold the remains of the Adan warriors who fell in the final battles against Morgoth.

Knowledge of the Tyrn Gorthad was retained by the wise of Númenor throughout the Second Age, but in the latter days the mounds were forgotten by all but the Faithful. With the start of the Third Age, the Kings of Arnor decided to return to the ancient ways of their forefathers and made their graves in simple barrows. They held their ancestors in great reverence and made their own mounds simple, in conformity with the old tradition. Many of the great lords of Arnor followed the example of their Kings and were also buried upon the downs.

Following the sundering of Arnor into three lesser kingdoms——Arthedain, Cardolan, and Rhudaur—the lords of Cardolan viewed the downs as a site of strategic importance and fortified the northern boundary with a dike, a hedge, and a wall. The Barrow-downs were but a few days journey from Weathertop and the fortified tower of Amon Sûl—a citadel coveted by the Cardolani. The Hir of Tyrn Gorthad built a small fort on the northern Barrow-downs to guard against border raids. Cardolan's Hiri and Irnil continued to use the Barrow-downs as a burial place. The devastating assault of Angmar in the 15th century brought an end to the practice. In T.A. 1409, the last prince of Cardolan was laid to rest on the downs, and then they fell into disuse. Later, the stones of the ruined Cardolani fort were used to rebuild Bree.

14.1.1 THE NATURE OF THE BARROW-DOWNS

The downs ate arranged like an interlocking series of concentric ridges which march steadily southward from the dike and wall on Cardolan's northern boundary. Most are long escarpments which resemble southwestward-facing steps. Their more forgiving slopes face the Misty Mountains to the north and east. Short grass and heather coat their spongy flanks. As one travels west from the Greenway toward the Old Forest, the longer ridges give way to more circular and higher hill-and-ridge combinations; it is in this area that most of the tombs lie.

The burial downs are smaller remnants of earlier hills—heavily eroded over their long lives. Like spheres of bread dough cast down upon the landscape, they are round hills, each encircled by its own ridge ring. The barrows were built upon the central hills of such configurations, A small circular depression surrounds the central hillock and serves as sort of a grassy dry moat. The ridges simply act to separate and protect them, just as a wall of earth guards its enclosed keep. Their inward facing slopes are steep, while those looking away from the central mounds are gentle. Curving, shallow valleys lie between each ridge ring—causing the downs to seem like isolated little forts.

The greatest of the barrow sites occupy hills with tops that have been naturally or artificially flattened or have grassy depressions. In each case, the tomb is surrounded by a green earth ring which encircles a central man-made burial mound.

14.12 THE STRUCTURE OF THE BARROWS

The graves upon the Barrow-clowns vary greatly in size and structure. The simplest are stone-lined pits covered with a mound of earth; most are unhaunted since there is no entrance or exit. The mounds are often constructed of gravel or rubble covered by a layer of earth. These burial sites are First Age graves containing lesser members of the nobility and are often clustered atop a ridge or on a smaller hill. Some were and remain interconnected. Frequently other, later burials have been made at these sites simply by excavating a portion of the mound, interring the body, and then refilling the cavity. The only treasure to be found in these tombs is generally to be obtained by digging up the mound, an action quite naturally frowned upon by the local folk and the still-powerful Kings of Arthedain.

Other tombs are more complex. Some are accessible by a long stone-lined shaft. These are built out of large, upright, interlocking rectangular stone blocks or posts set in a circle and covered with long ceiling stones (lintels). The most elaborate vaults consist of sophisticated stone cairn construction, with one or more chambers covered by an earthen mound and topped by a protruding tooth of jagged stone. These tombs were used by several generations; the entrances were carefully filled after the last body was interred. Walls were sometimes decorated with strange carvings in abstract shapes and designs, originally painted.

Most of the Adan Kings and Queens are buried in this type of barrow, sharing the grave with their families and other Kings.

There are literally hundreds of tomb sites of all sorts on the Barrow-downs. Many of the greater barrows are surrounded by smaller tombs built for retainers and relatives. Their connecting tunnels act as labyrinths where wights can move about in daylight or retreat when pressed by intruders.

ADAN CONSERVATISM

The Edain and Dúnedain often reused names, especially those in royal families. The practice is due to a great reverence for the past and, in particular, their ancestors. They have at least this one thing in common with the Dwarves; A similar conservatism is carried into the architectural themes. Barrow construction shows a very slow evolution.

Certain features can be found in nearly every major tomb. Most passages have six to seven foot ceilings while the majority of chambers boast twelve to sixteen foot vaulted roofs. Earlier barrows employ vaulting which is based on intertwined pointed arches rather than true curves or rounded arching.

The Edain and their Dúnadan descendants preferred stone trap mechanisms which block the intruders from entry or exit. Falling ceiling blocks and complex pit mechanisms are the norm in the barrows. Practical economy led to a reliance on gravity to power the traps and this concept, together with a bit of cleverness, led to the construction of devices which were set in motion by excessive weight. A simple stick will not do to uncover these pitfalls.

THE LURE OF TREASURE

The state of the barrows is not static; wights are perfectly capable of opening chests and playing with the baubles contained within. Often, in fact, treasure has been removed from its chest and laid in piles upon the floor. Wights also have a preference for opening the doors of the barrows at night, in the hope of enticing visitors. Normally, the exterior locks need only be picked during the daylight hours.

The jewelry includes a broad range of items from necklaces, bracelets, rings, and so on to belts, jeweled swords, helms, and daggers. The superb workmanship of the weapons and ornamentation is unmistakable to one of the Dúnedain and will undoubtedly provoke comment if the market should suddenly grow flooded with the artifacts.

Fifteen lords and ladies of the Adan nobility lie in cairns on the downs; in addition, twenty-three lesser burials also dating from the First Age are grouped here. There are three special barrows built near the conclusion of the First Age which contain the remains of bold Adan warriors who fell in the final battle against Morgoth. Eight Kings of Arnor, six lords of Arthedain, seven lords of Cardolan, and a number of other lesser lords and ladies have been laid to rest upon the stark downs. Many of the lesser tombs are clusters with narrow interconnecting passages, but the majority of barrows stand in clusters of modest, individual mounds.

The Dúnedain built more sophisticated tombs than did their forefathers. Some of the mounds of the early Kings of Arnor bear a closer resemblance to a complicated earthwork rather than a simple barrow, but the basic design is very similar. Curiously, there is a resemblance to a Hobbit smial, for the Dúnedain barrows are indeed houses of the dead rather than simple graves.

A certain amount of ancestor reverence has always been part of the Dúnadan outlook—barrows are often full of treasure. This alone implies a certain awe and respect for the dead, since it is not particularly practical to bury valuables, removing them from use by the living. Aware of the impracticability of their attitude, the Dúnedain adopted a rather cautious approach to building tombs. They recognized that other peoples would not share their reverence for the buried lords and ladies.

Thus, all of their tombs are barred with stout, heavy doors fixed with special locks to prevent access by thieves. The interiors are lined with reinforced stone, making it virtually impossible to enter the tomb by digging through the mound. Some of the keys to the barrows remain with the Kings of Arthedain, but the wights seem to have the power to open or close the doors at will. Most tombs contain pitfalls to trap the intruder. The traps all contain mechanisms to shut them off for proper folk using the passages.

14.1.3 THE WIGHTS

Traps, however, are among the least of an adventurer's worries upon the Tyrn Gorthad. In the last year of the plague of T.A. 1636-37, evil spirits summoned by Angmar and Rhudaur entered the Barrow-downs. These entities may originally have been the ghostly remnants of warriors who died in the service of Darkness. The Witch-king used these spirits to reinvigorate the bodies and pervert the memories of the fallen princes of the Dúnedain, making them into evil ghosts and slaves of his will. The wights themselves, and at least some living folk, are convinced that they really are the aroused souls of the long dead Dúnadan lords, serving a new and more powerful master. The wise say that no power in Eä has the strength to summon back so many spirits from beyond the world, let alone convert them to evil, but this explanation is unconvincing to the superstitious and the despairing.

The graves themselves contain not only gold, but weapons that can wreak grievous harm upon the servants of Sauron and the Witch-king. In an era when the Dúnedain might have considered trying to retrieve these weapons, the wights have come to guard them, and that may not be a coincidence. Any of the ancient weapons of Númenor that lie in the barrow are useless unless the wights and the curses they bring upon their treasures are first overcome

At first glance, the presence of wights upon the downs might seem of little significance. Their power is limited to the downs and is typically only effective within the barrow or out of doors and off the main roads during the night. The undead hurt very few people, and even the terror they inspire wears off. Travelers are warned against them, and the folk of the Tyrn Gorthad have taken such magical precautions as they can afford. Nor do the Bree-landers live in perpetual fear of the wights—by this time, they have learned the limits of the wights' powers and take sensible precautions. Yet the wights still serve their horrific purpose.: they serve as symbols that point to the waning of the Dúnedain of the North and the rise of Angmar; the men of Arthedain now lack the strength to keep their ancient graves free of unclean spirits.

There are three types of wights. Ergyrdain (S. "Major Wights"; sing Argurdan; lit. High-wraith") inhabit the tombs of the Kings of Cardolan, of which there are few. Hirgyrdain (S. "Lesser Wights"; sing. Hirgurdan; lit. "Lord-wraith") haunt the tombs of the princes of Arnor and Cardolan and the greater of the ancient Edain. The Firigyrdain (S. "Minor Wights"; sing. Firigurdan; lit. "Fading-wraith") guard the more modest barrows, many of which are clustered in groups along the down ridges or on smaller hillocks. They rarely venture outside.

14.1.4 ADAN BURIALS UPON THE TYRN GORTHAD

The Adan tombs ate marked by their relative simplicity, for they were built in the Elder Days.

THE MOUND OF PRINCES

This most magnificent and unusual barrow holds the remains of three Adan princes who fell in the War of Wrath. The burial vault was erected by the Noldor as a monument to their bravery. It was meant to stand as a reminder of the ties that bind the Edain to Middle-earth and to commemorate all of the terrible losses in that long and brutal First Age war.

The Mound of Princes is the largest monument upon the Barrow-downs—topped by a large ring of enormous standing stones. The interior of the tomb equals in elegance and riches the finest burial sites of Númenor: its walls and floors are faced with the finest marble.

Mound of Princes



The Elves who built the tomb were determined to protect it from thieves, yet they realized that the descendants of the Edain might some day have need of the magic that lay within. The dilemma was solved by placing the keys to the barrow in the hands of Glorfindel—thus, items might be retrieved and used for a legitimate cause.

Should anyone enter the tomb without the keys, he will find all shrouded in an eerie mist. The weapons and gems radiate magic, but are protected by a *Word of Keeping* spoken
long ago. Dire consequences will afflict the person who takes treasure and does not utter the *Word,* (The thief must resist the 5th level *Curse* or fall into a coma for 1-10 hours. A roll for each item taken is in order. Once removed from the barrow proper, the items lose 10 from any associated bonuses, but no other penalty is evident.) Those knowing the *Word,* the wise, will be aware of any of these items within 30 miles of their persons.

The Mound of Princes contains the richest treasures upon all of the Barrow-downs and magic that Sauron is determined to keep from the outstretched hands of the Dúnedain, The Necromancer, taking no chances, has stationed powerful servants within the tomb: three Ergyrdain.

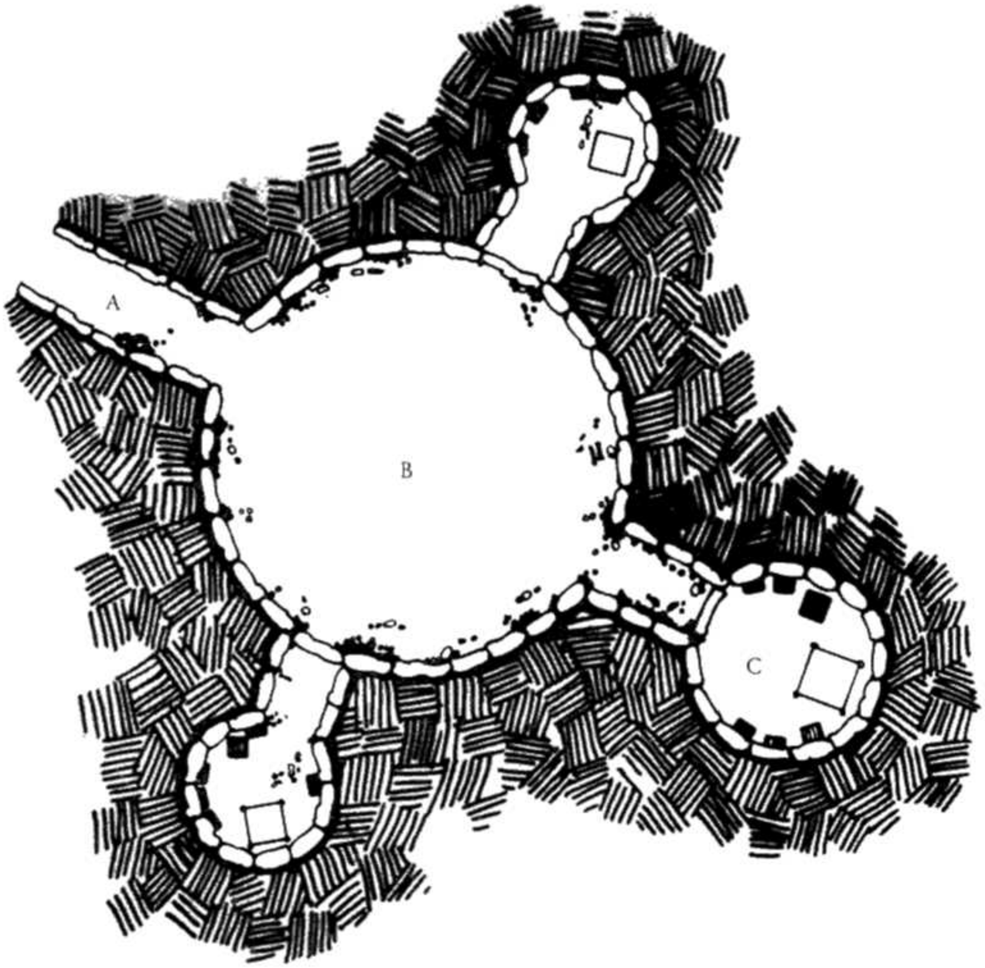
Two other barrows he on the hills flanking the Mound of Princes. They are long and low, without entrances, and contain the bodies of the soldiers who fell in the final battle.

A. Passage to the Main Tomb. The entrance is barred by a magical door. Some keys are undoubtedly in the hands of the wise, but they are never circulated. The wights do not care, however; those involved with the haunting of the Tyrn Gorthad know opening spells. The 30' passage slopes down to the main tomb.

B. Central Chamber, A magic crystal orb suspended from the ceiling fills the chamber with light. The orb is made of the clearest laen, glistens with pure light, and hangs suspended from a mithril chain.

The walls of the chamber are covered with ornate inscriptions in Quenya, Sindarin, and Adûnaic. One set of engravings tells of the history of the House of Bëor and its greatest heroes. Other walls describe the deeds and lineage of the princes laid to rest within. These inscriptions are magical; if the text is too long to fit upon the walls, the engraving shifts to allow the reader to learn the entire story. An ordinary observer would would remain unaware of the enchantment.

Princes have been laid to rest in three smaller chambers which adjoin the main room. Each is barred by a heavy door that is magically locked. Glorfindel of Rivendell has the only key—only he knows the word that, if spoken, will open the door. Even wights have been



unable to penetrate these inner tombs, for the spells protecting them are too strong. Each chamber is furnished with an enormous, bejeweled bed and some chests, but is otherwise bare of furniture.

Items upon Imrahil:

Imrahil was slain long ago by a Balrog; his body, clothed in elegant battle dress, lies upon an ornate bed.

1. +30 galvorn chain mail: wears as full plate (AT Pl/20) with no movement subtraction.
2. +30 magic shield: subtracts 30 from all Heat criticals,
3. +25 magic helm with the spell *Long Eye* upon it.
4. +25 mithril sword that detects Orcs and other creatures twisted by Morgoth.
5. Boots that allow the wearer to *Wind-run* and *Wind-walk* at will.
6. Three chests in the chamber are filled with 7,000 gold pieces worth of gold and jewelry.

Items in the tomb of Baragor:

1. +30 galvorn full chain: wears as AT Ch/13, protects as full plate (AT Pl/20) with a DB of +20.
2. +30 magic galvorn helmet.
3. +30 magic *Shield of Lightness:* weighs but one lb.
4. +25 magic long sword: slays Orcs and Trolls,
5. +25 magic mithril spear returns one round after it is thrown.
6. Boots of Movement: each power is usable once a day; allows wearer to leap horizontally 75 feet or vertically 15 feet; allows wearer to land safely from falls of up to 50 feet; allows *Waterwalking* for 1min/lvl of wearer.

C. The Tomb of Ostoher and Silwë. The third prince, Ostoher, was slain long ago battling a dragon; Silwë died of grief soon after. The couple lies on an ornate, canopied bed: Ostoher in full battle dress, Silwë in long silver robes decked with jewels. Both bodies are perfectly preserved.

Items upon Ostoher:

1. +30 galvorn chain mail: wears as full plate (AT Pl/20) with no movement encumbrance.
2. Matching belt: of galvorn and laen; casts the spell of *Sudden Light* 3x per day.
3. Magic hat: acts as full helm; casts spells of Long Eye and Long Ear 3x per day.
4. +20 mithril shield: once a day bearer can use its *Deflection* spell; any missile fired upon the caster subtracts 100.
5. Elven cloak: with permanent spell of *Self Cloaking,* +75 to hiding bonus and +20 to defensive bonus.
6. Boots of *Landing.*

7. Sulring: a +30 long sword forged in Gondolin; it detects the presence of Orcs, Trolls, wights, wargs, Dragons and other servants of Sauron within a radius of one mile. Sulring also slays these fell creatures, and enables the bearer to roll on the Slaying table when fighting Large or Superlarge creatures, regardless of the critical inflicted. The sword is intelligent and has the power of speech.

Items upon Silwë:

1. Mithril headband: set with a green emerald; this headband will triple the power points of any good person who can throw healing spells, regardless of profession; it also enables the user to utilize an additional 33 PP of first through tenth level healing spells whether or not the wielder can cast the spell intrinsically.
2. Mithril and emerald ring: +30 bonus to wearer's DB. Analyzes all herbs and poisons,
3. Cloak pin: allows the wearer to speak Entish.
4. Mithril and emerald necklace: *Lifekeeping* upon the wearer however long and often it is required; it allows the wielder to cast any 30th level healing spell (except *Lifegiving*) once a day.
5. Mithril belt: The buckle contains a compartment that preserves 3 doses of an herb indefinitely. The belt can also cast the spell *Restoration True* twice a day.
6. Silver robes: bestow AT SL/4 (-20) on the wearer.
7. Mithril cup: set with emeralds; triples the effect of any herb; worth 25 mp.

Chests present in the chamber:

The walls of the chamber are lined with chests filled with 7,000 gold pieces worth of gold, silver and jewelry. Three chests are magically locked. They are Extremely Hard (-30) to pick, but they are not trapped. These chests are small, enchanted, and all but impossible to move.

Items in chest one

Magic books which belonged to Silwë are preserved in this chest.

1. The Book of Elements: This book is bound in dark grey leather; its cover is embossed in gold letters and reads, in Quenya, "Of the Elements." The entire text is in Quenya and can only be used by folk fluent in that language. The text contains runes of 1st to the 33rd level spells from the following lists: Fire Law, Ice Law, Earth Law, Light Law, Wind Law, and Water Law. Each rune appears on its own page along with an explanation of the nature and effects of the spell. Also included are explanations of how to learn and memorize the spells. A bundle of notes in Quenya and sketches of the runes are contained inside the front cover, written by Silwë, apparently, in the course of her studies.
2. Leather book: with two unknown runes upon it; Noldor would recognize them as the Valinorean symbols for Estë and Irmo. This book appears to have been placed in the tomb at a later date, perhaps for safekeeping by the Faithful. Any Noldo will recognize the text as one written in Valinor. Designed to teach spells to students, the runes cannot be used or burned off, only mastered or ignored. The text is extremely lengthy and contains detailed explanations of the nature of magic. Learning is hastened and any roll for a spell list explained within receives a +20. Those unacquainted with Quenya will be unable to use it effectively, however.

   It contains passages on the following lists to 20th level: General Channeling: Nature's Lore, Nature's Movement, Spell Defense, Surface Ways, Protections, Detection Mastery, Sound/Light Ways, Calm Spirits; Animist: Direct Channeling, Blood Ways, Bone/Muscle Ways, Organ Ways, Animal Mastery; Bard: Lore, Item Lore; General Essence: Spell Ways, Essence Perceptions.

Items in chest two:

1. Three magical +20 bow strings: perfectly preserved.
2. Three +18 magic short swords: detect Orcs at 330 feet.
3. Elven spell-enchanted rope: 300' feet; the user can cause the rope to move in any manner and to tie itself in knots, but it cannot attack a living being. If brought into contact with an evil being, the rope will inflict 1-3 hits per round.
4. Flint and tinder: will instantly start a fire with any kind of wood present; flame will start low and spread normally.

Items in chest three:

1. +20 magic bow: short bow that acts as a long bow, re-loads once per round with no penalty.
2. Fifteen +20 magic arrows.
3. Amulet of the Eagle-tongue: invokes friendship with the great birds and allows user to summon an eagle from up to three miles away for a good purpose once per day.
4. Elven cloak: +30 to hiding.
5. Small round shield: +15 versus melee; +30 versus missiles.

The Companion Barrows

As mentioned earlier, these barrows are quite simple in design and construction. They lie clustered in the eastern section of the downs and number thirty in all. Time has worn down the mounds so that they are no longer more than fifteen feet high. The contents of the graves should be of little interest to adventurers; the skeletons within have long since crumbled to dust. None of the mounds has ever been plundered, although the stones sealing their entrance collapsed long ago and exposed passages only partially blocked now.



Burial Customs of the Edain

The Edain who lived near the Tyrn Gorthad were culturally civilized, but not technologically advanced. They did master a simple iron technology: hunting and farming, and shaping gold and enamel jewelry of complicated, intricate designs. The Edain buried their royalty and nobility in their best robes with a few special items: a favorite cup, necklace, sword, etc. Even members of the royal household were buried with little treasure, for the bulk of their belongings was passed on to the next generation. Anyone exploring one of the First Age barrows in T.A. 1700 will find only a few, scattered coins of gold and remnants of swords and other weapons; copper and bronze table- or house hold-ware—badly decayed—may also be discovered. There is no magic in First Age tombs; and, the wights who haunt them are insignificant, if pesky.

Below is a listing of the royal First Age mounds and the number of dead they contain. A brief description *of* the contents is included. Thirteen pit barrows, which are inaccessible and unhaunted, occupy neighboring hill crests. The details of these lesser graves are left to the discretion of the GM.

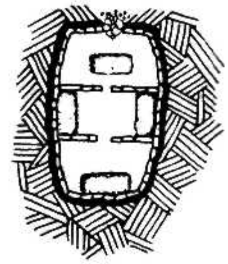
GM Note: *The locations* of *these mounds in the Barrow-downs are not specified; the GM may pick an interesting site or randomly determine one when adventurers enter the downs.*

The Tomb of Bregor, I.A. 110



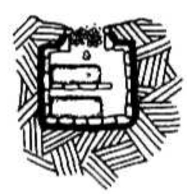
The tomb contains the remains of four ancient Adan Kings and their Queens. (The Kings were named Bregor, Bergund, Hurn, and Benor.) About one hundred gold coins remain in the barrow along with stiver jewelry and weapons. The tomb is single-chambered, the entrance partially blocked by fallen stones; it is haunted by a Hirgurdan.

The Tomb of Baragud



This three-chambered grave holds the remains of Baragud and his family. Treasure worth about 150 gp remains within: 6 copper goblets ornamented with bright enamels, a gold cloakpin, a silver weapons' belt, 6 bronze serving platters, a silver headpiece formed of delicate chains with emeralds set at their intersections, and 31 gold coins. The walls of the tomb have been carved with strange swirling patterns, and the entrance is completely blocked. Baragud's crypt is haunted by a Hirgurdan.

The Tomb of Hama and Belgor



These two Kings lie with their families in a double-chambered tomb. The first chamber is empty and serves as an anteroom; the second holds the remains. About 300 gp worth of jewelry and cups are heaped around the catafalque. A cluster of large stones are strewn near the entrance. Once the walls of the tomb bore paintings. They have long since faded. The barrow is haunted by a Firigurdan.

The Tomb of Bern, Beorn, and Baran



Three rich Kings were laid to rest in the barrow. Golden porringers, terrines, urns, chalices, tiaras, armrings, and coins (worth 400 gp) are heaped near them in the double-chambered tomb. The Kings lie in the rearmost chamber, with their treasure. The barrow is haunted by a Firigurdan.

The Tomb of Baran



This simple, unhaunted chamber holds merely twenty gold coins and the remains of the lord buried there. The entrance is blocked by stones.



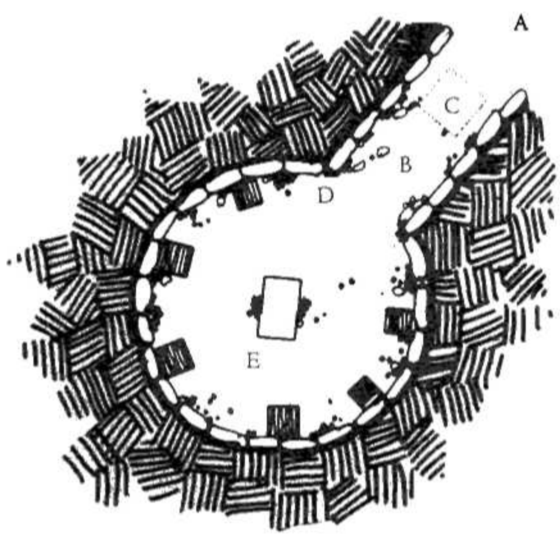
ROYAL BARROW

14.1.5 ROYAL BURIALS OF ARNOR

The kingdom of Arnor was founded in S.A. 3320; its first two rulers Elendil and Isildur, both died in foreign lands; their bodies were never brought back to Arnor. They were also the only two High Kings of the Realms in Exile; after Isildur's death in T.A. 2, Arnor and Gondor pursued their own courses. Only Arnor's Kings chose to use the ancient Adan burial sites for their tombs.

VALANDIL, T.A. 249

The fourth son of Isildur, Valandil was the first King of Arnor to be buried upon the Barrow-downs, His tomb is large and imposing, though not so magnificent as the Mound of Princes. An Argurdan haunts Valandil's tomb.



A. Entrance. The barrow has no door, and the entry is supported by huge heavy timbers.
B. Hall. Ten feet wide and twenty feet long, the floor and ceiling are lined with smooth grey stone.
C. Pit Trap. Triggered by 50 lbs in weight. A seven foot section of the corridor drops out dumping intruders 30 feet on to steel spikes (crush+30 and 1-10+30 mounted lances). The floor slides back into place, covering the unfortunates.
D. Key Hole. With the proper key, a half turn to the right will disarm the pit trap.
E. Central Chamber. 30 feet in diameter. Valandil and his Queen, Finduilas, are laid to rest upon a simple couch; the couple is dressed in royal robes. Six chests line the walls of the chamber. Each chest is locked with single padlocks; Medium (-0) to open. Four of the chests contains a total of 1,000 gp worth of beautiful jewelry and gems, wonderfully worked. The contents of the remaining two are described below.

Items upon Valandil:
1. Númenórean chain mail: +25 (AT Ch/15).
2. Númenórean long sword: +20; +25 against Orcs and Trolls; detects evil.
3. Númenórean dagger: +15.
4. Elven cloak of Lothlórien: +50 for hiding; +10 for leaping, landing, and diving.

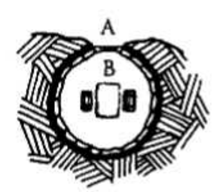
Items upon Finduilas:
1. Jeweled comb: keeps wearer's hair perfectly in place; worth 25 gp.
2. Woven Númenórean gold belt: Set with gems worth 50 gp; adds +5 to the wearer's Presence.
3. Elven cloak of warmth: Keeps the wearer safe and comfortable in weather up to -30°F; +25 to RR vs. cold attacks.

Items in chest one:
1. Two +15 short swords: Númenórean workmanship.
2. Mithril chain mail: protects as AT Pl/19 (-20).
3. Ten +15 arrows.
4. +20 mithril helm: 50% chance it negates result of head criticals.
5. Pouch: keeps three doses of any herb fresh, and contains three doses of athelas.

Items in chest two:
1. Three arrows of Troll-slaying.
2. Harp: perfectly in tune, with unbreakable strings (gut) and worth 75 gp.

ELDACAR, T.A.339

Eldacar shares the tomb with his queen Namarië, one of his sons, and a daughter. The barrow is much like that of his father, but it has three chambers. An Argurdan haunts the grave.



A. Entrance. Heavy wooden and steel reinforced door, locked. The lock is a Medium maneuver roll to pick.

B. Main Passageway. Twenty feet long.

C. Steel Portcullis.

D. Mechanism. Used for raising the portcullis, the mechanism must be locked with the proper key or the portcullis will rapidly descend six founds after it has been raised, thereby sealing intruders within the central chamber.

E. Central Chamber. 15' in diameter. Eldacar and his Queen lie on a couch in the center of the chamber. They are covered with jewels, and a large chest sits at the foot of the bed, flanked by two smaller chests.

Items on Eldacar:

1. +25 magic chain mail (AT Ch/15).
2. +25 magic shield.
3. +20 magic sword that detects Orcs in a one mile radius.
4. Dragon skin helm: +20 bonus to wearer's RR versus all Heat attacks. Subtracts 20 from Heat critical rolls.
5. +15 magic dagger.

Items on Queen Namarië:

1. Magic comb that keeps wearer's hair perfectly in place.
2. Ring of Blinding: affects one target within 100'; target must resistor become blind for 1-100rds;RR failure by more than 100 results in permanent blindness; usable twice per day.

Items in the large chest:

The keyhole of the chest is trapped and Very Hard (-20) to detect, A needle tipped with a fifth level dose of the poison klytun will be fired should someone attempt to pick the lock. Those who fail to resist fall into a coma for three days. Those who fail their RRs by more than 100 remain in a coma indefinitely.

1. +20 magic Númenórean hunting knife.
2. +15 long sword, detects Trolls within three miles.
3. +15 composite bow.
4. Three +20 Númenórean long knives that can be wielded as +20 short swords or thrown as +20 daggers.

Items in the small chest on the right

1. Tray with compartments: contains a variety of unguents, creams, and powders in different hues (used cosmetically to enhance facial features). The containers are magical; they can never be used up. Once applied, a powder or cream from the tray will last 1 day and can be altered with a round of simple concentration. Use of the contents of the tray adds a +25 bonus to any disguise.
2. Small round mirror: when held at a full arm's length, the mirror acts just like a full length mirror. When struck hard against an object, an encircling blade springs forth from the edge which acts as a +5 broadsword. The blade retracts immediately after use.
3. Jeweled comb: automatically removes tangles and is worth 30 gp.
4. Jewelry worth 500 gp.

Items in the small chest on the left:

1. 750 gp worth of beautiful jewelry,

E. Side Chamber. Contains the body of the prince, and a single small chest.

Items upon the prince:

1. +15 magic chain mail (ATCh/15).
2. +20 magic broadsword.
3. +15 magic short bow; has unbreakable bow string.
4. Eighteen +15 magic arrows.
5. + 20 magic shield.

Items in the chest:

1. 200 gold pieces worth of royal jewelry.
2. .+ 10 magic chain mail.

F. Side Chamber. Contains the body of the princess and two chests.

Items upon the princess:

1. Cloak of Lothlórien with matching brooch.
2. Ruby necklace: Animist spell device, x3 PP.
3. Ring: casts the spell of *Tree Door* (allows caster to enter one tree and exit from another 100' per level away.) 3x/day.

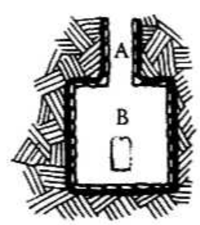
Items in chest one:

1. Wand *of Herb Lore:* permits bearer to understand the nature, origin, and value of any one herb.
2. Wand of enhancement.: doubles potency of any herb.
3. Text in Quenya contains the complete runes of Animist and Clerical spells to twenty-seventh level. The text is for study only; the runes can not be burned off.

Items in chest two:

1. 200 gold pieces worth of jewelry,

ARANTAR, SON OF ELDACAR,
T.A. 435



Arantar commanded a simple interment, and his barrow is entirely in keeping with his wishes. Unlike his predecessors, Arantar is buried only with his weapons and armor. One Firigurdan haunts the tomb,

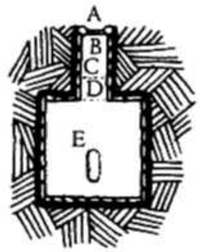
A. Passageway. 7' long, 3 1/2' wide, and 7' high.

B. Square Chamber. 10' x 10' x 7'. Contains the remains of Arantar.

Items upon Arantar:

1. +20 magic broadsword.
2. +20 full shield.
3. +20 chain mail (AT Ch/15).

MIRËTAR, T.A. 400



Queen Mirëtar was wife to Arantar. The elaborate funeral the King denied himself, he lavished on her. The tomb is identical to that holding Arantar, but beautiful tapestries cover the walls. A Firigurdan haunts the tomb.

A. Heavy Door. Wood and steel. It's lock is Extremely Hard (-30) to pick.

B. Entry Hall. 7' long, with a 7' ceiling .

C. Hidden Panel. Covers a key hole. When the proper key is inserted and turned, all traps in the tomb are disarmed. A turn in the opposite direction will open the pit trap (D). The lock is Extremely Hard (-30) to disarm without the key.

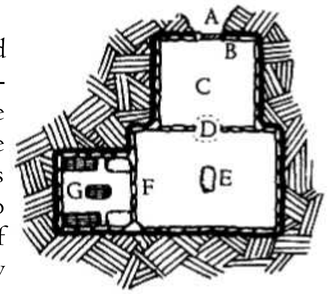
D. Pit Trap. Activated by 50 lbs. of weight. There is a twenty foot drop onto steel spikes poisoned with yavin gurth. The 7th lvl dose will send victims who fail to resist into a coma that erases their memories (and experience) for the past week. The roof of the pit trap closes swiftly, trapping victims below the floor.

E. Square Chamber, 10' x 10'x7'. It contains the remains of Queen Mirëtar. The walls display three beautiful tapestries. They were woven by Mirëtar herself, and are still in perfect condition. One depicts the flight of the faithful from Númenor; the second, the arrival of Elendil upon Middle-earth; and the third, a meeting between Elendil and Gil-galad. Three small chests hold gems worth 300 gp.

Items upon Mirëtar:

1. Ruby pendant of *Herb Lore:* usable 3x a day; worth 50 gp.
2. Mithril comb: removes or inserts tangles and curb with 1 rnd of concentration and combing; worth 70 gp.
3. Elven spindle: spins fine thread at 3x normal rate.
4. Elven mithril bobbin: thread wound on the bobbin will not tangle; worth 20 gp.
5. Shuttle: Elven construction; 3x normal speed while weaving; when used in conjunction with the spindle and bobbin (items 3 and 4), the thread and cloth produced are three times as durable and strong as they would normally be. Once a day, they can produce a 50' length of braided cloth which is twice as strong as normal rope.

TARCIL, T.A. 515



Tarcil was a bit of an odd sort, obsessed with protecting his final resting place from grave robbers. He commissioned Dwarves from the North Downs to aid in the construction of his tomb. It is haunted by one Firigurdan.

A. Doorway. Dwarven design; will open upon reciting a complete list of the Kings of Númenor.

B. Secret Panel. Dwarven construction; made to look just like the wall. Opens on the command: "Open for Elendil's servant." The panel masks the hole for the key which disarms all of the traps in the tomb,

C. Antechamber. 10' x 10' x 7'.

D. Pit Trap. Triggered by 50 lbs of weight, Extremely Hard (-30) to detect. There is a thirty foot drop onto sharpened steel spikes; the floor closes immediately.

E. Chamber. 10' x 15' contains a corpse dressed in royal robes, but it is the remains of Tarcil's retainer, Duramien, not the body of the King.

Items in the chamber

1. +10 chain mail.
2. +10 shield.
3. +10 long sword of Warg-slaying.

Items in the chest:

1. 800 gp worth of jewelry.

F. Secret Door. Extremely Hard (-30) to detect. The lock is Extremely Hard (-30) to pick.

G.Small Chamber. 7' x 7' x 7'. Niches in the wall contain the bodies of Tarcil and his Queen. Three large chests occupy most of the floor space in the chamber. Two of the chests contain 3000 gp worth of gems, jewelry, and gold. The contents of the remaining chest are listed below.

Items upon Tarcil:

1. +20 magic long sword: detects Orcs.
2. +25 magic shield.
3. +20 magic chain mail.
4. Boots of Agility: +10 on all moving maneuver rolls.
5. +20 magic dagger.

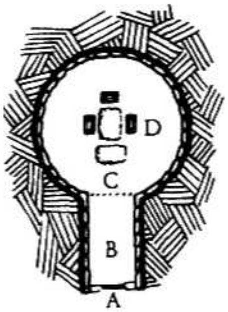
Items upon the Queen:

1. Flute: made of an unusual wood; when played it allows the user to communicate with all birds.
2. Hood of Resting: Every 10 minutes it is worn equals an hour's sleep; it covers the entire head, and wearer cannot see through it.

Items in remaining chest:

1. Two sets of +15 chain mail.
2. Three +15 magic short swords.
3. Six +10 non-magic daggers.

TARANDOR, T.A. 602



Tarandor did not follow his father's example; his tomb is untrapped. Due to a decline in the strength of the Dúnedain, he did, however, strengthen the outer door. One Firigurdan haunts the barrow.

A. Doorway. Heavy wooden and steel construction; I ft thick; it requires at least three strong Men to open it. The lock is Hard (-20) to pick.

B. Passage, 5' wide, 10' feet long, and 7' high.

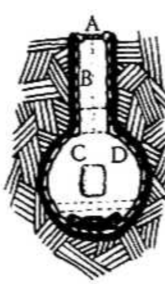
C. Steel Gate, Equipped with a lock which is Extremely Hard (-30) to open. It is on a great spring, and, unless stayed, it will always slam back into a closed position.

D. Circular Chamber. 15' in diameter. The mortal remains of Tarandor and his Queen lie on a couch. Three medium-sized chests rest beside the biers—they contain a total of 250 gp in gold and jewelry.

Items upon Tarondor:

1. +20 magic chain mail.
2. +20 magic long sword.
3. +20 magic shield.
4. Cloak of Hues: wearer can glow any desired color at will.
5. Magic ring: heals 1-10 concussion hits per day.

VALANDUR, T.A. 652



Valandur was slain in an Orcish raid. His tomb is small, since his death was unexpected. A Firigurdan haunts the barrow.

A. Door. Wood and reinforced steel; the lock is Hard (-20) to pick.

B. Trapped Corridor. 10' long, 3' wide, and 7' high. The floor is extremely smooth, lower in the center than on the sides, and sloping as a whole toward the barrow's interior. A single block of granite, suspended above the entry, is set to fall and re-seal the tomb. The stone is shaped to fit the corridor—it will rapidly slide along the floor surface, coming to rest against the entry to the circular chamber within 3 seconds of release. Any in its way will take a +75 Huge Bash attack. The block falls when 100 or more pounds is placed on the floor of the circular burial chamber (C).

C. Circular Burial Chamber. 10' in diameter. Valandur and his Queen lie on a simple bier; three chests stand close together, flush against the walls of the chamber. Two of them contain a total of 1000 gold pieces worth of gems, jewelry, and gold coins. The contents of the remaining chest are described below.

D. Hidden Panel. Contains a lever that disarms the corridor (B) and pit (E) traps.

E. Pit Trap. Fifty lbs of weight trigger the trap in front of the chests. There is a thirty foot drop onto sharpened steel spikes (1-5 mounted lance +50 attacks). The floor slides back and seals into place when something impacts upon the spikes.

Items upon Valandur:

1. +20 magic chain mail (AT Ch/15),
2. +20 magic shield.
3. +20 magic Jong sword: +50 versus Orcs,
4. +15 short bow.
5. Fifteen +15 arrows.
6. Three +10 magic daggers.
7. Mithril *Arrow of Dragonslaying:* worth 10 gp.

Items in the remaining chest:

1. Text: complete list of Ranger spells, for learning only.
2. Two +15 short swords.

ELENDUR, T.A. 777

Noting the decline of the Dúnedain, Elendur prudently decided to secure his tomb well against robbers. This barrow is haunted by a Firigurdan.



A. Entrance. Originally sealed with mortared stone; some upheaval destroyed the doorway, and the passage is now only partially blocked.

B. Square Chamber. 20' x 20' x 7'. The chamber contains the mortal remains of Elendur and his Queen. The room is empty except for the bier, which stands in the center of the chamber, and two medium sized chests.

Items upon Elendur:

1. +20 magic chain mail (AT Ch/15).
2. +20 magic long sword: detects Orcs within 100'.
3. *+20* shield.
4. Boots of Traceless Passing.
5. +15 hunting knife: in melee it acts as a +15 short sword; when thrown it acts as a +15 dagger.

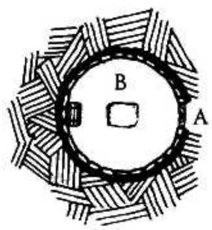
Items in chest one:

1. Two +15 chain shirts (AT 13).
2. +15 magic long sword: detects Orcs within 1000'.
3. Whistle: works only at night; summons one owl who is within half a mile; allows user to communicate with the owl.
4. Three +15 magic daggers.

Items in chest two:

1. 147 gp worth of jewelry.
2. 103 gold coins.

EÄRENDUR, T.A. 861



Eärendur was the last King of Arnor. His three sons were too occupied in quarreling over the throne to give their father a magnificent funeral. His tomb is haunted by an Argurdan.

A. Doorway. Two heavy wooden and steel doors with a stout lock which is Very Hard (-20) to pick.

B. Circular chamber. 12' in diameter, with a 7' ceiling. Contains the bodies of Eärendur and his Queen. In addition, there is one large chest.

Items upon Eärendur:

1. +20 magic sword.
2. 15 shield.
3. +20 chain mail.

Items in the chest:

1. 402 gp in coins.
2. 398 gp in jewelry.

14.1.6 THE ARISTOCRATIC BARROWS

Only the greatest nobles of Arnor established barrows upon the downs. Their burial sites were multi-generational, housing the remains not only of the lords who raised the mound, but their descendants as well. This practice was common among their ancestors, although the Dúnedain never favored the mass graves used by the ancient Edain.

Three families of Arnor are buried on the Barrow-downs: the houses of Eldanar, Mendacil, and Narmenacir. Of the three, the Narmenacir family soon fell into decline and died out as the Dúnedain waned.

Their barrows are rich in treasure, since they contain the wealth of many generations. The long life spans of the Dúnedain made it possible for them to use the same mound over many centuries. After the sundering of Arnor, the aristocratic barrows were permanently sealed. The remaining Mendacil and Eldanar families both declared their loyalty to Arthedain and thus lost access to the downs, which were held by Cardolan.

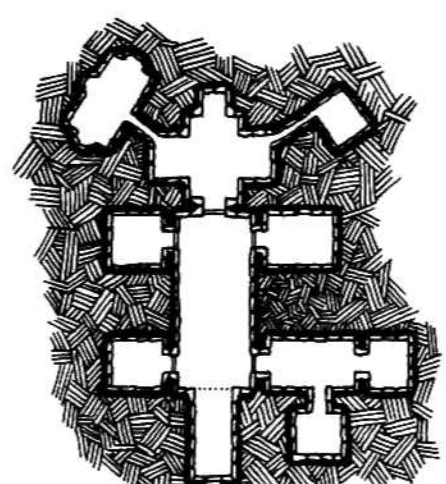
THE ELDANAR BARROW, T.A. 307-T.A. 845



The Eldanar barrow was excavated from an existing hill—the mound atop is purely decorative. Twenty-seven lords and ladies are interred in the crypt—each individual or couple occupies a separate chamber carved out of rock and secured by a wooden door. Most were laid in tiny rectangular rooms, but the more prominent members of the family repose in larger, circular chambers. Naturally, none of the burial accommodations are as rich as those of the royal family. An Argurdan haunts the crypt.

THE MENDACIL BARROW, T.A.289-T.A.831

Wealthiest of the Arnorian nobles, the Men-dacil family built a large and elaborate barrow, excavating into the side of a hill, and erecting an impressive mound on the crest. Instead of many small chambers, the crypt boasts several spacious vaults to hold the thirty-nine dead interred within. Although more compact than the string of Eldanar tombs, the Mendacil barrow displays greater architectural complexity and artistry. One Argurdan haunts the tomb.



THE NARMENACIR BARROW,
T.A. 267-T.A. 501



This is the smallest of the aristocratic barrows; it was abandoned long before the fall of the kingdom of Arnor. The tomb contains the remains of only ten lords and ladies, and unlike the two previous barrows discussed, is an actual mound. One Firigurdan haunts the grave.

14.1.7 THE BARROWS OF CARDOLAN

The Men of Cardolan were too busy defending their borders throughout much of the first half of the Third Age to lavish energy on elaborate funerals. The barrows of the Kings of the realm are small and simple and contain far less treasure than those of the Kings of Arnor, The nobility of Cardolan were too poor to build barrows; thus, after the division of Arnor, the Barrow-downs became a royal graveyard only.

14.2 LOND DAER ENEDH

During the late summer and midwinter, when the waters of the Gwathló ("Gwathir," or "Greyflood") are fairly clear, sailors can often discern regular stone formations under the water nigh to the north bank of the mouth of the river. The old salts among them will know that these are the ruins of Lond Daer Enedh (or just Lond Daer; S. "Great Middle Haven"), an ancient Númenórean seaport that rivaled Pelargir and Umbar in the middle centuries of the Second Age. The moral of most of their yarns emphasizes the overwhelming power of the seas, for, as can be seen, only this colossal wreck remains as reminder of the great efforts of the proud Kings of old.

14.2.1 VINYALONDË

The first construction at Lond Daer was begun by Anardil Aldarion, then the Crown Prince of Númenor, in S.A. 777. Aldarion was a great friend of the Elves of Lindon, but their harbor in the Grey Havens was hard pressed to hold his mighty vessels. Aldarion also feared, correctly, that some new evil was arising in Middle-earth. He wished to have an impregnable base nigh to the Elf-lands in case the Númenóreans must one day take up the struggle of the Edain, their forefathers of old. A port at the mouth of the Gwathló was an obvious choice for his bastion.

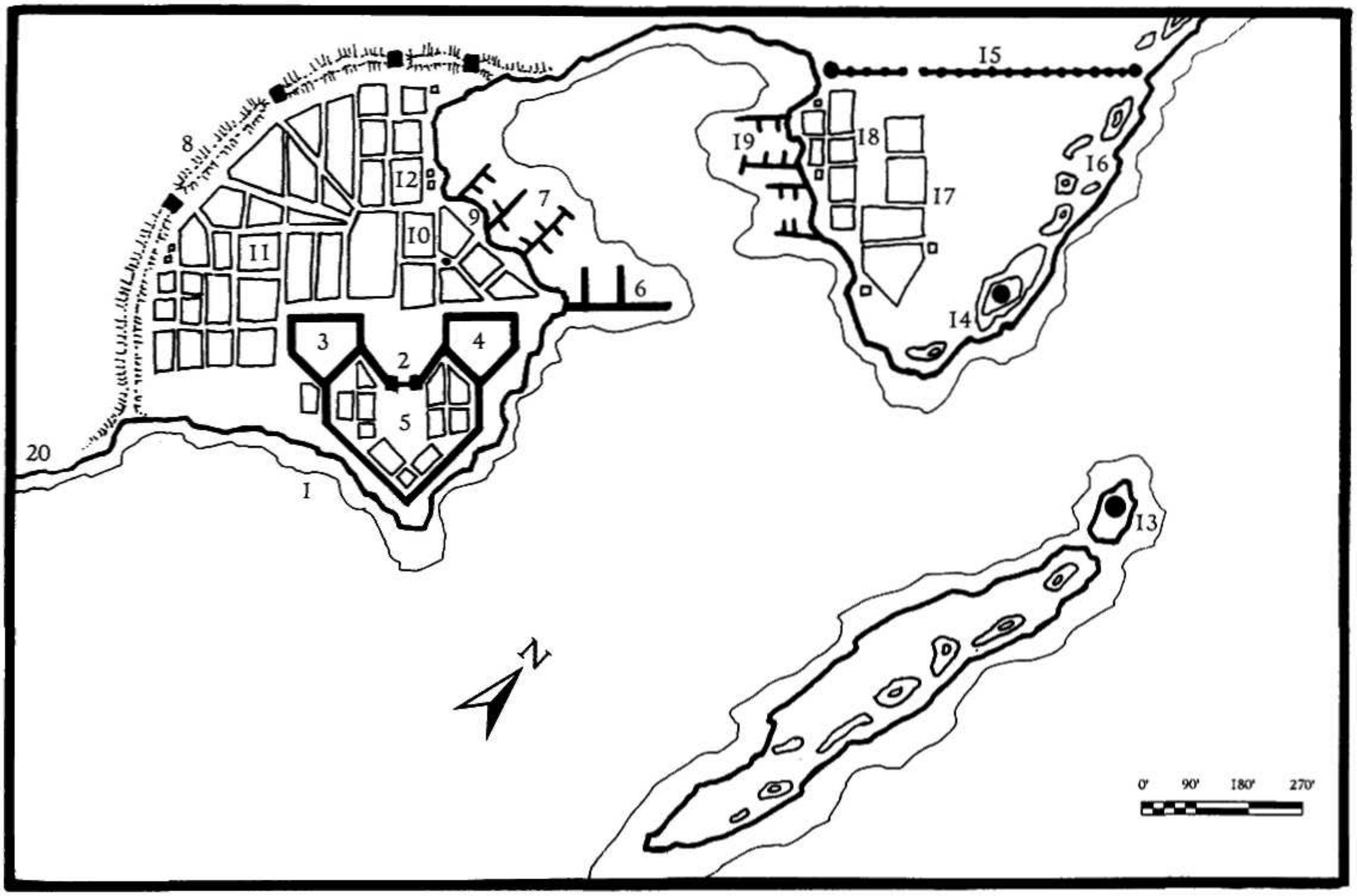
Aldarion picked a small bay, sheltered from the full force of the sea by a mudbank, as the site for the port he named Vinyalondë (S. "New Haven"). He erected lighthouses on a small rocky islet near the mudbank and on the eastern promontory that formed the bay, then raised an earthen rampart to seal off the western promontory. His men built docks, but their greatest efforts went into the construction of the Bar-en-Uinendil (S. "House of the Venturers' Guild").

Aldarion knew that the greatest need of a Númenórean expedition to Eriador would be provisions, naval stores, food, and arms, so his primary concern was to build a unassailable fortress where these could be pre-positioned. The result was the Bar-en-Uinendil, the largest fortress that had yet been built by Men in Middle-earth. Aldarion respected the strength of the ocean, and he built this castle with great sloping basalt walls on the seaward sides to resist storms. An elaborate drainage system was provided so that the twin towers on the landward side would not be overwhelmed by the flood-tides that periodically surrounded the citadel. A busy little city gradually grew up around Aldarion's defenses. A palisade was eventually erected to protect the new settlement on the eastern promontory.

Sadly, Aldarion had poor relations with his daughter Tar-Ancalimë, who became the first Ruling Queen of Númenor when he retired. In S.A. 1078, a hurricane razed all of Vinyalondë save the Bar-en-Uinendil. Ancalimë—long opposed to the entanglements with Endor that her father had created—used the storm as an excuse to abandon the fortress. Without repairs and maintenance, the proud towers gradually were swept away.

VINYALONDE IN S.A. 1076

1. Bar-en-Uinendil. An earth and rock-fill foundation is faced with a seawall of basalt blocks; this supports ramparts of the same black stone. Twin red-hued lighthouses warn off ships approaching from the seaward side. The fort of Tol Uinendil will be built on the ruins of this mighty structure later in the Second Age.
2. Main Gate. Defended by two silver bastions.
3. Westerly Tower. Seven stories of gleaming alabaster with two basements. The basements are later incorporated into Tol Uinendil and are described in Section **14.2.3.**
4. Easterly Tower. Twin to the Westerly, but made of black marble.
5. Garrison Houses and Apartments. Accommodations for the Venturers.
6. Long Quay. Built of stone.
7. Wooden Piers.
8. Outer Earthen Rampart. Wooden towers guard the four entrances to the city. Fields lie beyond the wall, along with trails leading north to Lindon and east up the Gwathló.



Vinyalondë

9. Shipyards.

10. Market District.

11. Residential District. Home to Dwarves, Elves, and favored Eriadorans.

12. Warehouse District.

13. Lighthouse on the Rocks. Yellow-hued.

14. Dune Lighthouse. Yellow-hued like the Rocks lighthouse. These two lights define the upstream channel into the port.

15. Wooden Palisade, Defends the New Town; it was founded by local squatters attracted by Númenórean wealth in the ninth century of the Second Age.

16. Dunes of the Outer Shore.

17. Commoners' Residential District. A mix of Eriadoran, Beffraen, and exotic foreign folk dwell here,

18. Dockyards of the New Town.

19. Wharfs of the New Town.

20. Aldarion's Villa. Overlooks the shore of the estuary a mile west of the city. When Lond Daer is built later in the Second Age, the governor's house is erected on the foundation of this villa.

14.2.2 LOND DAER

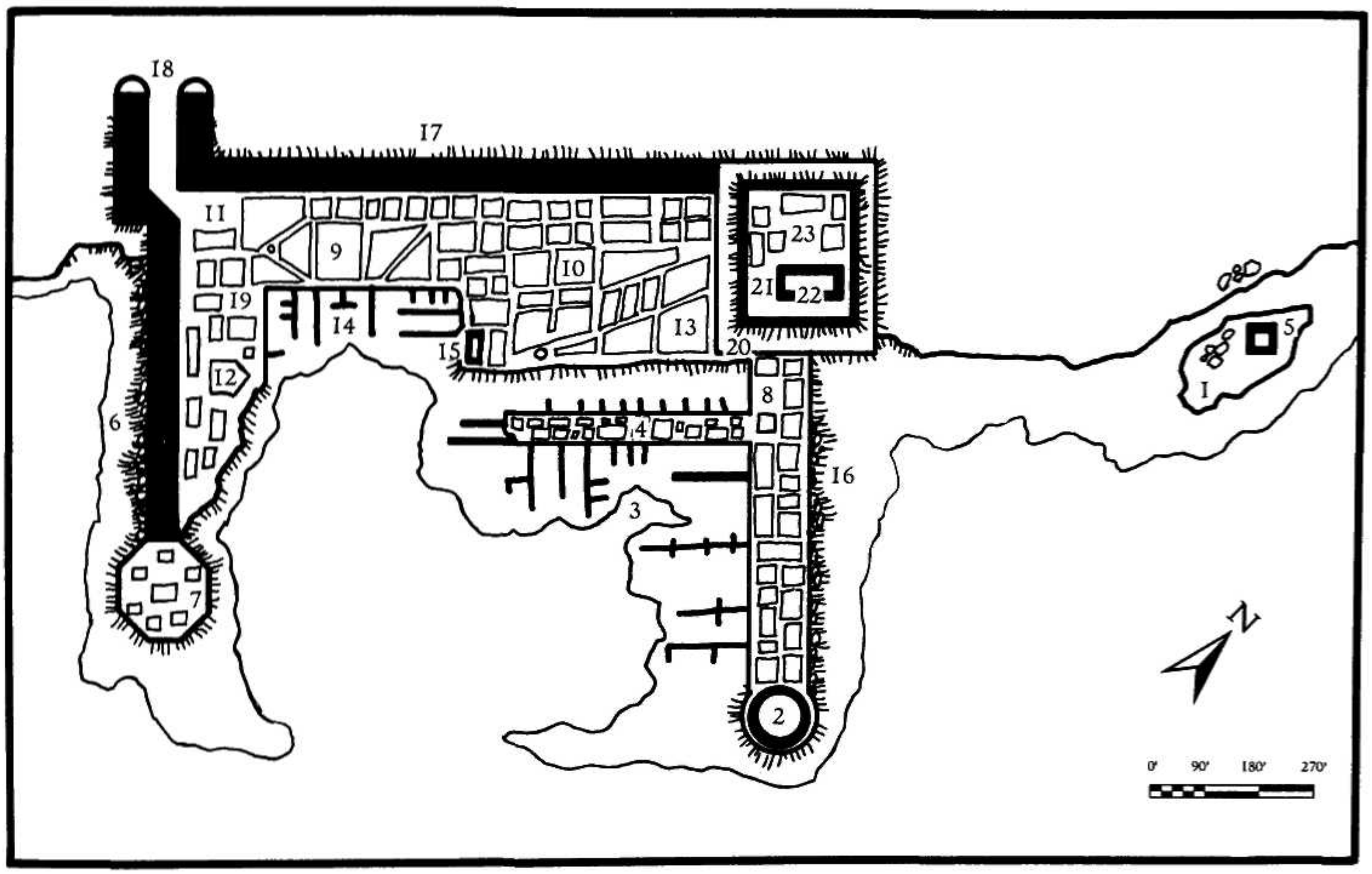
Almost 600 hundred years after Vinyalondë was abandoned, another Crown Prince of Númenor, the future Tar-Minastir, saw the wisdom of his forefather's policies. The coastline had changed, and Minastir centered his new city, Lond Daer, around the site of Aldarion's Villa. Lond Daer was scarcely completed when, 56 years later, it proved vital to the success of the Númenórean expedition that crushed Sauron's invasion of Eriador in S.A. 1700.

Minastir had to create an artificial harbor for his new city, which he accomplished by the construction of two huge breakwaters. Expecting that Lond Daer might be subject to a formal siege, he provided it with mighty walls. The most arresting feature of the city was the hulking fortress of Minas Mellon (S. "Tower of Friendship"), placed atop a mighty two-stepped pyramid. However, Lond Daer was most renowned for its so-called Floating Avenue, where the business of the city was conducted. Minastir had decided that the docks of the city should all be floating in order to better resist the power of storms. The greatest of these piers, the Floating Avenue, became the location of numerous homes and businesses and gained fame as a wonder of Númenórean engineering.

Lond Daer became the primary Númenórean haven in Eriador, prospering until it was devastated in S.A. 2511 by the incredible hurricane known as the Wrath of Ossë. The Kings of Númenor repaired some of the damage and continued to maintain troops at the port. This was an expensive undertaking, but the Men of Westernesse who were falling into evil ways saw the necessity of the bastion to keep watch over the Elves of Lindon and the Faithful of northern Eriador. Tar-Palantir withdrew the garrison in T.A. 3178 during his ultimately futile attempt to bring his people back to the paths of righteousness. His successor, Ar-Pharazôn the Golden, did not reign to restore the battalions. The city was overwhelmed in the tidal waves stemming from the Downfall of Númenor. Earthquakes shifted the coastline, carrying the ruins beneath the waters.

Lond Daer in S.A. 2500

1. Tol Uinendil. A small island fort built on the ruins of the Bar-en-Uinendil.
2. Tiras Formen. Also called Tiras Maegthil (S. "Sharp-Light Fort"). A squat tower overlooking the harbor. Its lantern has a glittering, silvery glow.
3. Royal Harbor. The main port for ocean-going vessels.
4. The Floating Avenue.
5. Minas Iaur (S. "Old Tower"). An outlying fort raised on Tol Uinendil.
6. Western Breakwater.
7. Númenórean Quarter. Here the lords of the city get the best of the sea air and relative isolation from the untrustworthy natives. There is a promenade along the seawall on the point, where the finest houses were built well above the storm tides. Standing amongst and high over them is the eastern lighthouse; its lantern has a hard, golden glow.
8. Merchants' Quarter. The commercial quarter of the city.
9. Warehouse District.
10. Quarter of the Lesser Men.
11. Central Market.
12. Mard Aldarion (S. "Aldarion's Hall"). Restored and now the residence of the city's governor.
13. Soldiers' Quarter. Home of the garrison.
14. Private Harbor. Serves riparian and coastal shipping.
15. The Battery. The heart of the city's defenses. At the top of this six-story tower, there are seven very heavy ballistae, cast from the same material as the famed Númenórean steel bow, along with a huge catapult capable of hurling half-ton blocks of stone. The weapons are thought to have been removed by Ar-Pharazôn during his Great Armament.
16. Eastern Breakwater,



17. City Wall. Four stories of thick granite.
18. The Angannon (S. "Iron Gate"). The only landward entrance to Lond Daer. Actually the entry is not directly barred, as the twin iron towers on either side are felt to provide more than adequate defense. The siege Tar-Minastir feared never occurred, and permanent gates were never erected.
19. Inns, Lodges and Stables.
20. The Malannon (S. "Gold Gate"). The sole passage between the Upper (landward) and Lower (docks and breakwaters) City, and also the main gate to the Minas Mellon.
21. Minas Mellon, The citadel of Lond Daer. A steel-reinforced wall stands atop an immense two-stepped pyramid.
22. Government Quarter. The administrative center for Númenórean Eriador.
23. Bailey of Minas Mellon.

14.2.3 THE RUINS OF LOND DAER AND VINYALONDË

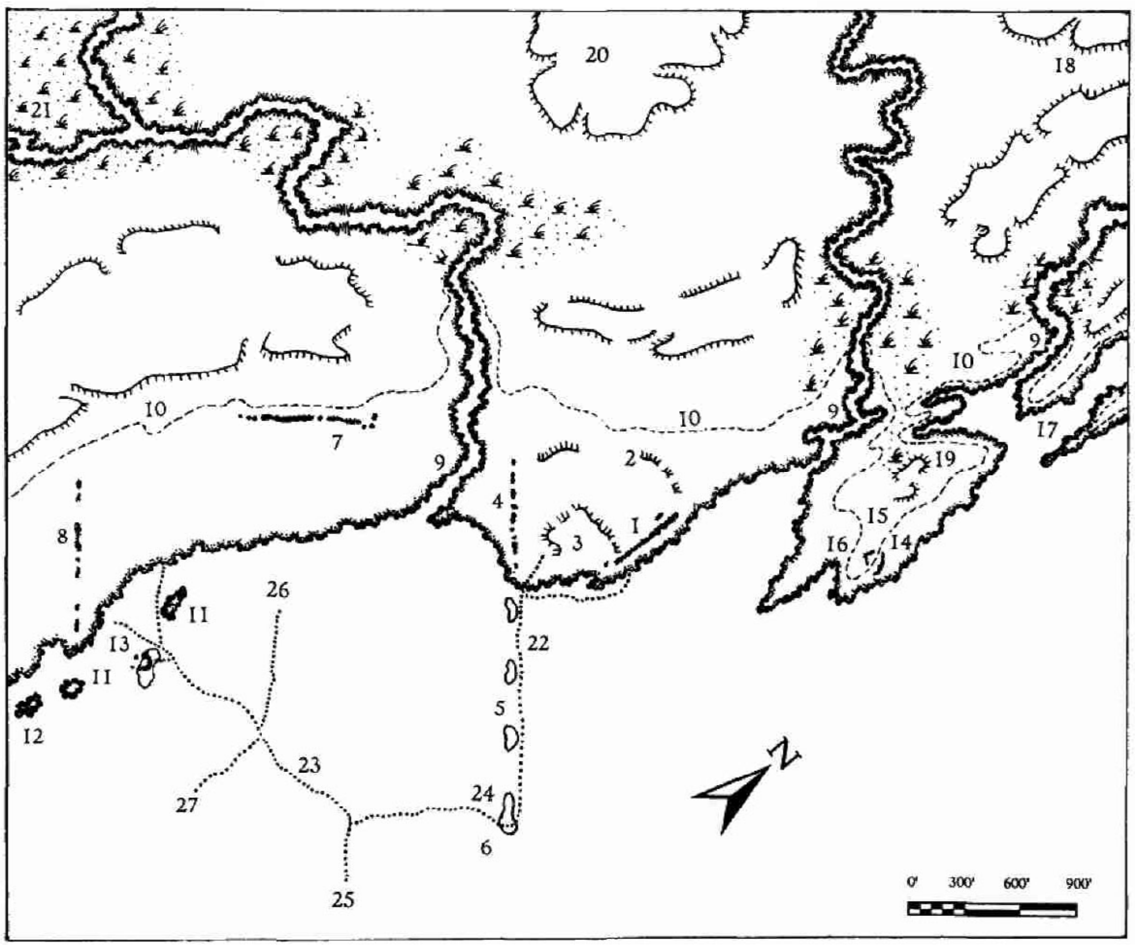
Although the ruins of Lond Daer do not lack for unpleasant denizens, their greatest challenges lies in their unique setting and their legend, which attracts rogues and scoundrels of all sorts.

GM Note: *The stupendous outflow of the Gwathló carries a great quantity of silt—the suspended mud has accumulated over the long centuries into a series of underwater hills ringing the mouth of the river. They form a porous but effective dam that holds back the river water and traps some of the higher tidal wash. The barrier can be disrupted by a hurricane of unusual fury that strikes at just the right angle, so that low tide in the estuary is a fathom less than the norm for a few months. During any ensuing neap tides, the ruins of Lond Daer and Vinyalondë will be accessible by land. This sort of hurricane occurs about once a century; the Great Storm of T.A 1643 is one example.*

TERRAIN SURROUNDING THE RUINS

Since there are no good harbors along this stretch of the Gwathló estuary, it is heavily wooded. Explorers wishing to bring horses and equipment down to the ruins should be prepared to hunt out the best fords, avoid the swamps, and cut trails through the brush.

1. Ruined Wall. The most easily visible part of the ruins: a granite and steel wall rises three feet above the tidal flats. This section of the wall of Minas Mellon broke off long ago. It extends 7′ down into the sand.
2. Dune. A low sand and mud dune; some iron wall fittings may be found, if the dune is excavated.
3. Dune. Another sand and mud dune that traces the outline of the old bailey of Minas Mellon. The Beffraen have dug out the end of the dune nearest to the wall and then resealed their work. It will be Absurd (-50) to detect their handiwork, but this may well be easier than finding another way in. The secret located down here is described in the layout text for Minas Mellon below and explained in Section 16.2, the adventure of *The Mithril Room.*
4. Wall Ruins. Just below the sand, perhaps emerging in places, is a section of the wall of Minas Mellon in its original alignment.
5. Islets. Four rocky islets show the line of the eastern breakwater of Lond Daer.



6. Slab. In waist deep water, off the south end of the fourth islet is a 2-ton stone slab that covers an entrance into the basements of Tiras Maegthil. It attracts poisonous sea urchins; they attack using 2-6 +10 Tiny Stingers with a 4th level reduction poison. If a cofferdam is not built around the slab, the air-filled chambers below will flood.
7. Wall Fragment. Just above the sands is a fragment of the outer wall of Lond Daer. Sadly, the peculiar rock formation at its east end is solely a creation of the currents and waves.
8. Ruined Breakwater. Scattered pieces of the breakwater side of the city's western wall.
9. Stream. The underground stream that once assured Lond Daer's supply of freshwater is now above ground. There is a large boggy area at its mouth in which the incautious explorer can sink three feet into the stinking muck. Most will probably assume that they are in quicksand until they touch bottom, though this may be a little to late for a particularly short Hobbit. Other muddy areas with similar effects are also noted on the map.
10. Normal Shoreline. It now functions as the high tide line. The tide will come in just after nightfall and go out an hour after full daylight.
11. Sand and Mudbanks. Underwater most of the time, but always gathering places for driftwood and debris.
12. Sandbank. A popular fishing and basking spot for 3-4 crocodiles. The accumulated weed and driftwood makes them Hard (-30) to detect from shore.
13. Sandbank. A search of the sandbank reveals an odd stone formation that provides entry to Aldarion's house. These stones are encrusted with sea urchins (See #6).
14. Seawall Ruin. A large section of the outer seawall of Bar-en-Uinendil, lying at the low water mark.
15. Foundation Stones. Part of the basalt foundation of the easterly tower of Bar-en-Uinendil, just above the normal high water mark. The ruins of this tower served as the foundation of Minas Iaur (see the Lond Daer text above).
16. Dip. At the southwesterly end of this set of ruins, the raging waters of the hurricane created a Very Hard (-30) to find depression where some of the water drained away downward. If this is explored, some fragments of alabaster will be found (Easy + 10). It is a deep (5') and difficult dig to find the source of the drainage, the still intact basement of Minas Iaur. (See *Minas Iaur* below, #3.)

GM Note: *See Section 16.2 for possible encounters at the sites described in #17-#2L*

17. Water Passage. This passage between the shore and a small, tree-covered island is swept by the current and consequently a good anchorage for a small ship.
18. Gully. A line of low hills lies about a half-mile inland from the ruins. This location features a blind, steep-walled gully surrounded by trees and watered by several springs; it acts as a natural corral for any mounted party camping in the adjacent valley.
19. Hollow. A small hollow between three brush-covered sand dunes acts as a good small, hidden camp close to the ruins. Fresh water, however, must be carried a quarter-mile from the stream in the swamp.
20. Hill. This hill is easily accessible from the coast road, which is a half-mile farther inland. It has springs and grassy meadows, plus a clear view of the low-lying areas nearer the shore. This makes it an excellent camping spot for clansmen of Saralainn wishing to fish along the coast. They have built several stone fireplaces, log corrals, and cleared tent sites.
21. Rise. A slight rise in the ground protected by a surrounding swamp makes this an excellent camping spot for the Beffraen whenever they are in the area. It is Sheer Folly (-50) to detect their "island" and then a searcher must be capable of noticing the different mix of trees on the dry ground.
22. Passageway. Secret 4' x 8' passage connecting the dungeon of Minas Mellon (see *Minas Mellon* below, #19) with the wine cellar of Tiras Maegthil (see *Tiras Maegthil* below, #3.) It was built into the eastern breakwater of Lond Daer alongside the sewer system. The air in here is bad, causing twice the ill effects described in *Minas Iaur,* #3. If it is allowed to vent, the air in the passage will be fresh in 3 hours. The passage has ten 1' x 1' patches of bright blue mold set at regular intervals in its floor. If touched, the patches will stain clothing and eventually rot it away; magical clothing or leather armor must resist a 10th level acid attack to avoid destruction. The actual function of the patches is to draw moisture and organic material out of the air of the tunnel and transfer it along crushed rock passages to the sewers (see #23, below.) If the tunnel is flooded, it will be emptied by the patches in about a week.

The walls of the tunnel are mildly damp and mildewed in spite of the patches. Residue from the magic used to create and maintain the city's foundations has had two peculiar effects here. The first is one of claustrophobia: any non-Dwarf who passes more that 100' down the tunnel must resist a 5th level *Fear* attack to go any further. More attempts can be made after an initial failure, but each causes weakness of some sort; one stat, chosen at random, is reduced 10% for the duration of that character/creature's stay in the tunnel.

The second effect is re-animation: there is a trail worn in the rocky floor of the passage, created by a sentry who has been walking the passage ever since the destruction of the city, hundreds of years ago. The sentry was once a Númenórean colonial soldier, part of the remnant garrison left behind at the time of the great armament. Now, the warped soldier will attack anyone he meets in the passage—he requires 30 minutes to shuffle back and forth. The flesh of the sentry's body has been replaced by blue mold; anyone who faces him must resist a save 4th level *Fear* attack or fight at -20 due to revulsion. The sentry's metal armor and weapons are shiny and new, kept

clean by the mold, but retrieving it as treasure without loosing clothing to the mold will take a little effort. The reward is a +10 chain shirt, +10 short sword and dagger, and a +15 high steel spearhead. A locket with an engraved malachite portrait of the soldier" wife is worth 20 gp to a collector,

23. Remnants of the City Sewer System. These 8' x 8' tunnels, hidden in the bedrock 40' to 80' below the harbor of Lond Daer, are the real reason the basements of Minas Mellon and Tiras Maegthil stay dry. Some of the city's drains are still intact and the sewers have magical mechanisms designed to pump water out into the harbor.

The steady seepage of nutrient-rich water through the system supports a strange collection of plants and animals. There is tainted air here similar to that in the passage in the breakwater (#22), but even after ventilation, there will be a moldy stench that nauseates any non-Dwarf. The dark, dank tunnels constantly rustle and flutter with life. Claustrophobia, similar to that caused by secret passage (#22) will make a 10th level attack on all who enter. Intricate molds and damp fungi found nowhere else in Eriador decorate the dripping walls and floors; there is a 20% chance every 100' of passage that someone will touch one that causes a mild stain, burn, or sting (1-10 points of damage). 1-3 such incidents teach the traveler what not to touch. Odd-looking insects and crawling vermin are apparent, but almost none are dangerous. Any dog or similar animal will have a 10% chance per 10 minutes in the sewers of snapping up something that will cause him to hallucinate; the animal must resist 10th level poison; failure means a random panic or paralysis at stressful situations and odd intervals for the rest of the day. Characters who insist on nibbling things in the tunnels will have similar symptoms.

Explorers will encounter, about once every 500', 1 -3 of the larger creatures listed below. They are relatively harmless, and sensible adventures should learn to ignore them.

On a D10 roll:

1-2: Giant Slugs. Like the one described in *Tiras Maegthil,* #7. They crawl in through choked drains to feed.

3-5: White Wisps. These look remarkably like free-floating old men's beards. They drift along the walls filtering small life forms out of the air. Any person or animal sticking his nose into one will sneeze repeatedly and violently (stunned 1-3 rds).

6-8: Glitters. Iridescent bubbles, the size of a helm, with sparks of light dancing within. Insect eaters, they dry up quickly in full sunlight.

9-10: Walking Fronds. Like the one at *Tiras Maegthil,* #3, but dangerous only to the small creatures, such as frogs, mice, and ferrets. +10TGr attack, 10 Hits.

The myriad of small life forms described above are generated in part by bloom-gems, exquisite mother-of-pearl blossoms imbedded in the walls every 500' (a total of 12 survive in this complex). The gems are surrounded by verdant growth, some of it quite sweet-smelling and nutritious, none of it poisonous. The gems can be removed with some effort and will radiate no magical aura when not in their sockets. They will bring 90-120 gp apiece on the market. Unfortunately, once they spend 1-100 days in a purse or worn as jewelry, their magic will activate.

Two effects are possible: if the person, animal, or plant is not yet at its full growth, maturation accelerates three-fold; eventually the entity will achieve a form 20% larger, healthier, and more attractive then it might have naturally. This acceleration is harmless save for the obvious emotional side-effects; the gem has a 50% chance of disintegrating each time a bearer completes maturation. If the creature/person is already fully mature, or if the jewel does not disintegrate, it will cause acromegalic growth. This will seem like a simple enlargement and strengthening of the body, but eventually the gem will distort the form and limbs and damage the mind of its bearer. After 10-100 days the victim will develop physical and mental characteristics similar to those of a Forest Troll, after a further 10-100 days those of a Stone Troll, and so on, until the possessor of the jewel gives it up, is slain, or collapses under the weight of his or her own titanic bones.

GM Note: *Fornost, Annúminas, and Moria are underlaid by sewers employing magics similar to but weaker than those described below for Lond Daer. As long as the cities are intact, nothing should appear in them that would be dangerous to the populace. After their abandonment, much can go awry.*

24. Passage-web. The passage-web closest to Tiras Maegthil is inert and has not grown to block the passage, appearing to be merely a brown growth along the walls. The others (#25,26,27,28) correspond to all or part of the description below.

An intact passage-web consists of three shiny brown, leathery translucent membranes blocking or obstructing the passage. The same material lines the walls and floors in the gaps between the membranes to a depth of 3-4', indicating that each set is actually a single large, plant-like creature. The passage-webs are intended to block sewer leaks and are quite benign. They extrude gossamer balloons if prodded carefully from a water-filled side: these 1' diameter mucous bubbles, each hold 3 minutes worth of smelly but breathable air. Anyone wishing to pass through an intact passage-web need only cut a slit and push through before the web re-seals itself (in 1-3 rds).

25. Passage-web. This passage-web blocks the end of a collapsed sewer tunnel, covering the debris like a dense spider web dotted with bubbles of sea water. Only a close inspection reveals the three-layer structure.

26. Passage-web. A close inspection reveals the skeletal remains of a worker trapped in the sewer when it collapsed; there is no treasure or curse upon the body, but anyone honorable enough to cut the bones out from the passage and inter them properly will gain a +10 to all *Fear* and morale checks

27. Passage-web. This tunnel is blocked (as #25).

28. Passage-web. The passage-web at the entrance to Aldarion's house is the only one here at its full growth, with 4' gaps between the passages; adventurers able to deduce its purpose will be able to pass freely between the tunnel and the house's drain shaft. Because of the water pressure in the shaft, breaking through the web will result in an "A" Unbalancing critical.

29. Sump. A 30' diameter chamber that drops down four feet below the level of the converging tunnels and then drains southward. This one does not drain because of debris piled up at its outlet. Under the water at the pool's center is a living rat-trap. If strange creatures approach within 30' of the pool, a sickly green light appears over it and 10 diaphanous tentacles spring up, each with a glassy, fanged, snake-head at its tip. 1-5 heads attack each intruder, beginning with the closest, and they will attack all intruders within 100'. Their 4th level nerve poison causes paralysis, halving hits and all motile bonuses (including movement and combat) each round until a successful resistance roll is made. Recovery from each stage of "halving" takes 10-100 minutes, but anyone whose hits drop below 1 from a poison effect has suffered heart stoppage.

30. Sump. Anyone approaching will hear a regular hissing and whispering that vaguely resembles speech. Sitting at the bottom of the sump are four blue-mold zombies (see #22) and a Firigurdan (lesser wight). All are wearing Eriadoran garb; they once were revolutionaries, trapped in Lond Daer's sewers when the city was destroyed. The wight spends most of his time giving political lectures to his mindless followers. He will lead them to attack intruders, concentrating on any available Dúnedain,

These Undead carry 60 gp worth of coins, small gems, and stolen silverware and tools. The wight wields a +10 battle-axe with mithril engraving and a charm against fumbling (it only does so on a natural 01 roll.) His +15 leather breast-plate is intact, as is a scroll written with the spells *Invisibility* and *Mirage.* The weapon and armor need to be soaked in pure water for a week to prevent the new owner from being plagued with nightmares of drowning in dark places.

31. Tunnel. This tunnel turns sharply downward before being blocked by flooding 100' below the surface of the estuary. Plant and animal life can be seen floating on the surface of the murky, opaque, 8' x 40' pool obstructing the passage—just a foot below its surface is a semi-fluid mass of brown sludge. The sludge consists mainly of powerful organic solvents. Anyone plunging or falling into the pool takes two "E" burn criticals as the sludge dissolves his flesh. Anyone stepping into the water may resist a 5th level attack to reduce the damage to a "B" critical ("A" if using a covered limb), but will take an additional "A" crit each round until the sludge is cleaned or scraped off.

Ruins of Minas Iaur and Bar-en-Uinendil

First Basement

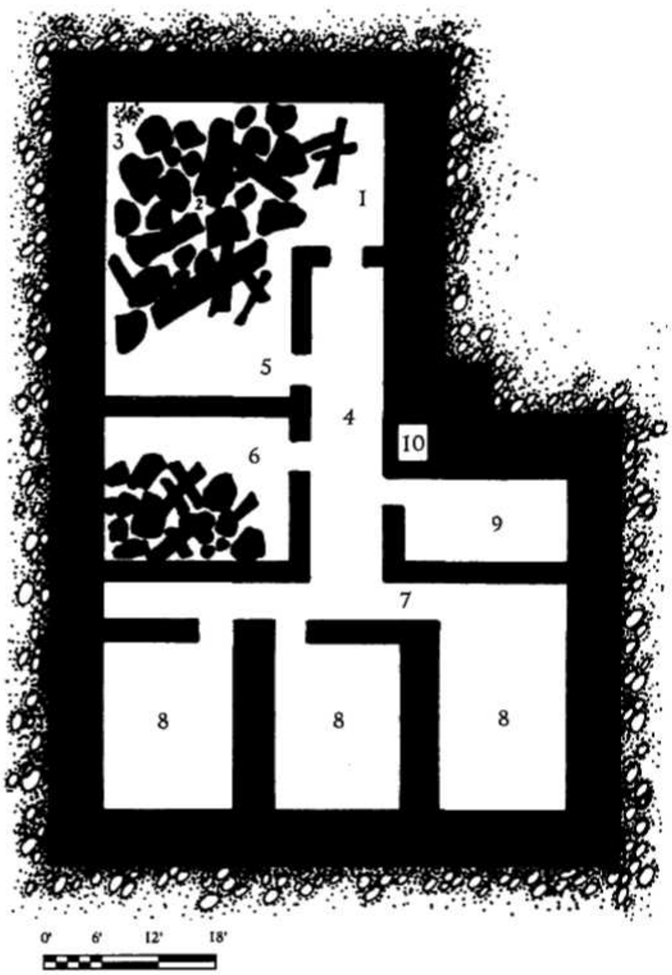
1. Storage Room. The only staircase up was in the northwest corner. It is no longer identifiable. The rubble is too high to allow sight or passage to the southern part of the room.

2. Rubble. Most of the ceiling has collapsed here, burying the remains of the staircase and the stored goods. No useful trace of them survives.

3. Drainage. Water from the depression on the surface seeps in through this corner of the storage room; by digging down, adventurers can effect a very narrow entrance through the collapsed ceiling. The air in the basement seems to be okay, but it is not. Relatively little air has seeped in with the water, and the oxygen content is low. After 5-8 rounds, everyone will begin to feel lightheaded, and 5-8 rounds later they will begin to take a -3% penalty each round, cumulative, to all activities. If light is provided by torches, this process begins almost immediately, and the penalty is doubled. The torches will flicker out after 10-12 rounds, by which point the explorers could be in deep trouble.

4. Central Corridor. All the doors have rotted to dust.

Minas Iaur, first basement



5. Storage. Another section of the storage room, blocked from the first (#1) by the fall of the ceiling. There are two amphora in the corner. Their wine evaporated long ago, but they would be worth 20-30 gp apiece to the right collector.

6. Armory. The ceiling is partially collapsed. The armory was looted millennia ago, but some lesser weapons were pinned behind the debris and not felt to be worth the effort of excavating. It is only Hard (-20) to note the glint of High Steel in the debris. A +15 dagger may be recovered with little trouble, but roughly 2 tons of stone must be very carefully removed to get at the 6 +10 spear heads, 4+15 axe heads, and the +15 broadsword behind the rubble. If this is done by hand, it is likely (80%) that the workers will become infested with sand fleas. The fleas will cause a painful and very distracting (-15 to -25) rash on the morrow.

7. Side Passage. Served the servant quarters.

8. Servant Quarters. Now quite bare. Very diligent searching will reveal a small cache of 12sp under a tile near the far corner of the center room.

9. Cold Storage Room. A few bones(cow and pig) remain scattered about the floor.

10. Shaft for Secret Elevator. An emergency exit into the doorway (in #9) is Sheer Folly (-50) to detect. If the shaft is suspected (from the use of magic or from tapping on the walls), the difficulty goes down to Very Hard (-40). The mechanical spear trap, now rusted and inoperable, on the opposite side of the doorway is only Hard (-25) to detect because of its rust; this may be the best clue.

The magical trap on the entrance still works just fine. It is Hard to detect (-25) and quite deadly, as no one was intended to operate the elevator from this level. Anyone in the doorway takes a +50 triple damage *Lightening Bolt* that repeats four rounds after it is set off. The bolt operates from a warding spell, so it cannot be manually disarmed without destroying the surface of the wall opposite the door. If the party lacks the means to dispel this magic, it may be best to try to break down the wall in the corridor.

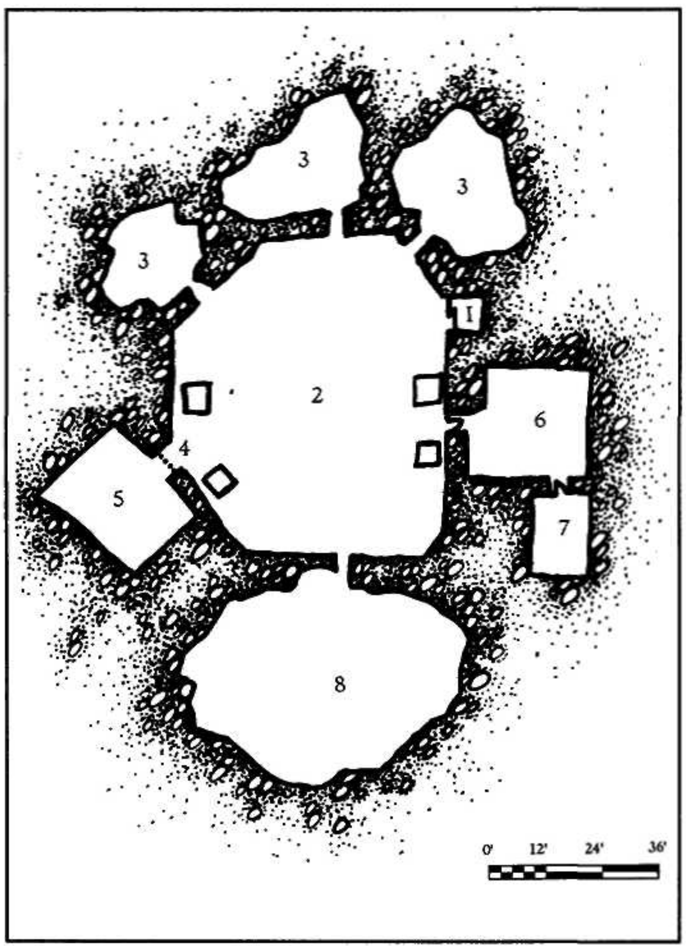
Another problem occurs when the elevator shaft is breached. The sub-basement has been the home of many generations of anaerobic nematodes (little worms) who give off oxygen as a waste product. The air from the two basements mixes in about three rounds, and the upper level will become hyper-oxygenated. There is a 10% chance per round thereafter (non-cumulative) that a lightening bolt or any open flame will ignite the atmosphere; there is a 1% chance that a random spark could do this. In this horrid occurrence, all present will take three consecutive "E" Heat criticals, and then a +50 (no DB) Ram/ Butt as air rushes in from the breach. This will also make the air in the sub-basement unfit as described above (#3).

If the explorers are already suffering from the effects of bad air, the hyper-oxygenation will immediately begin to reverse the process. However, once the characters have returned to normal they will begin to get silly and have impaired judgement. The excessive oxygen begins to impair them, at -5% to all activities, until -25 is reached for moving maneuvers and -45 for static maneuvers.

Sub-Basement

The sub-basement of Minas Iaur became the deepest and dankest prison of Lond Daer, although it once was merely devoted to cisterns for the water supply of Vinyalondë. Thus, no one bothered to search it when the salvaging after the Wrath of Ossë was performed. None of the survivors knew that this was the secret location of Tar-Telemmaitë's precious mithril room. There were no documents, and the King carried the secret to his grave.

GM Note: *Maran the Silent was Telemmaitë's most trusted agent, and he was given the task of guiding the mithril room safely back to Númenor. During the storm that ravaged Lond Daer, he went down to the sub-basement to watch ever his charge, and was trapped in the collapse of the tower along with three prisoners. The air and food held out for a dreadfully long time. Maran became quite insane, but remained committed to his mission, never quite realizing that he had died.*



Minas Iaur, sub-basement

Martin was a man of great determination; be has forced the spirits of the prisoners to assist him, and bent the mission of the guard constructs to his will. With his limited knowledge of the Essence, Maran has maintained the traps in the sub-basement, though be imagines that be has done so physically. His physical appearance is also subject to his will. Maran will probably greet any visitors as his long awaited rescuers, at least initially. Fluent Adûnaic will be necessary to maintain this illusion; being a suspicious fellow, Maran will seek to *test the deliverers' knowledge by leading them into or under the traps. An extremely glib, perceptive, and quick-witted person might just be able to talk Maran into leaving. If not, he and bis unwilling servants will defend the inner prison with savage intensity.*

I. Elevator Shaft. A 40' drop from the basement level.

2. Low-ceilinged Central Chamber. The room is dotted with pit traps, each with a twelve foot fall onto three +50 spear attacks (Very Hard, -20, to detect; Routine, -0, to disarm); ceiling traps which drop an 80 lb. block of stone for a +75 Fall/Crush (Hard, -10, to detect; Very Hard, -20, to disarm); and spear traps for a +60 spear attack (Absurd, -70, to detect; Easy, +20, to disarm). Four suits of fine Númenórean full plate stand astride the two doors out of the central chamber. They are actually constructs, designed as guards, and now obey Maran. They have suffered from corrosion, but each has a few salvageable bits still up to their original +20 DB.

3. Three Smaller Cisterns. They stink and teem with the foul-appearing, but harmless, nematodes,

4. Cell. The entry to the cell is barred by a portcullis, but the mechanism has not been maintained. It will take a cumulative +25 Strength bonus using 3 successful maneuvers to force entry.

5. Common Cell. Used for those condemned to rot in the dungeons until they died. The two resident ghosts can pass easily through the portcullis. There are many mannish bones but no obvious treasure within. The very perceptive may notice that the left wall is covered with faint miter-encrusted lettering. It is only doggerel verse cursing a long forgotten governor, but it is written in Adûnaic, Archaic Dunael, Old Eriadoran, and Beffraen. A copy would be worth a great deal to the right scholar for the Beffraen ideograms have never been translated into a civilized tongue,

6. Torture Chamber. The steel door will be unlocked unless Maran flees within. The lock is Extremely Hard (-35) to pick. Within are an elaborate set of mithril *Instruments of Persuasion,* The metal is worth 600 gp alone, but the intact set might fetch ten times that amount, at Carn Dûm or Dol Guldur. Maran will focus his defense here, seeking to prevent entry to the inner prison at all costs.

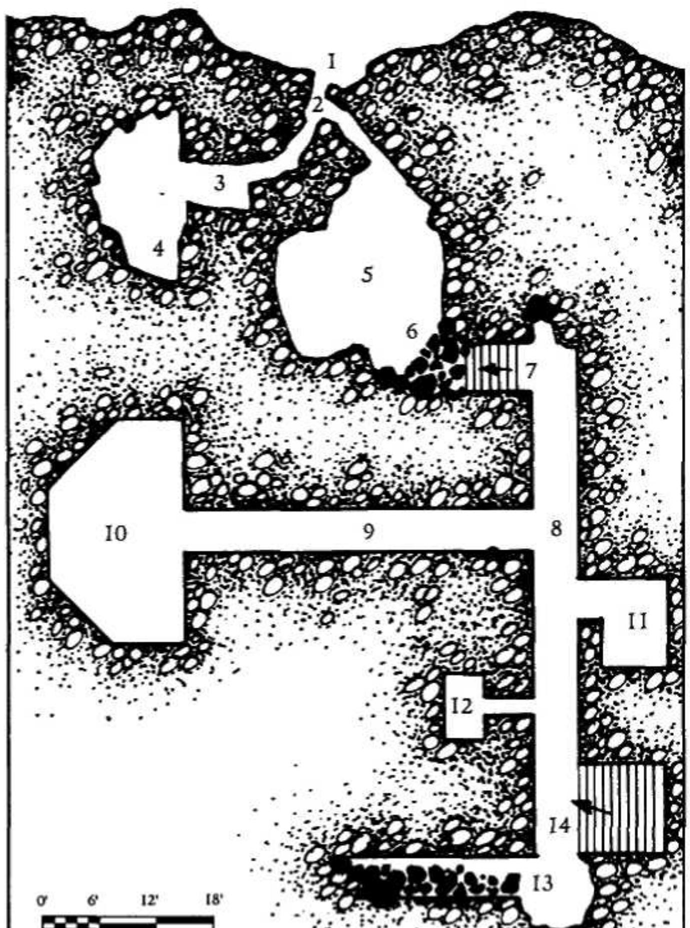
7. Inner Prison. The inner prison door is identical to the one giving entry to the torture chamber (#6) and is kept locked. The ghost inside is, of course, free to pass. The iron frame of the cot within is largely intact. Hidden in the mattress is a sheaf of decaying papers that appear to be a set of treasure maps, secret orders, and alchemical preparations. The information on these papers is persuasive, but it is also entirely a product of Maran's imagination. By providing this plausible treasure, he seeks to provide a reasonable explanation for the fanatical defense of the inner prison. As a last resort, this may prevent the discovery of the mithril room.

8. Cistern. A cistern similar to those described above (#3) only larger and deeper. Buried here is the mithril room, submerged so as to be nearly undetectable (99%) by magical means. However, anyone willing to dive into the mucilaginous, maggoty muck is likely to discover quickly that something unusual is under the water. With mere prodding by poles, this is an Absurd (-70) task.

Minas Mellon

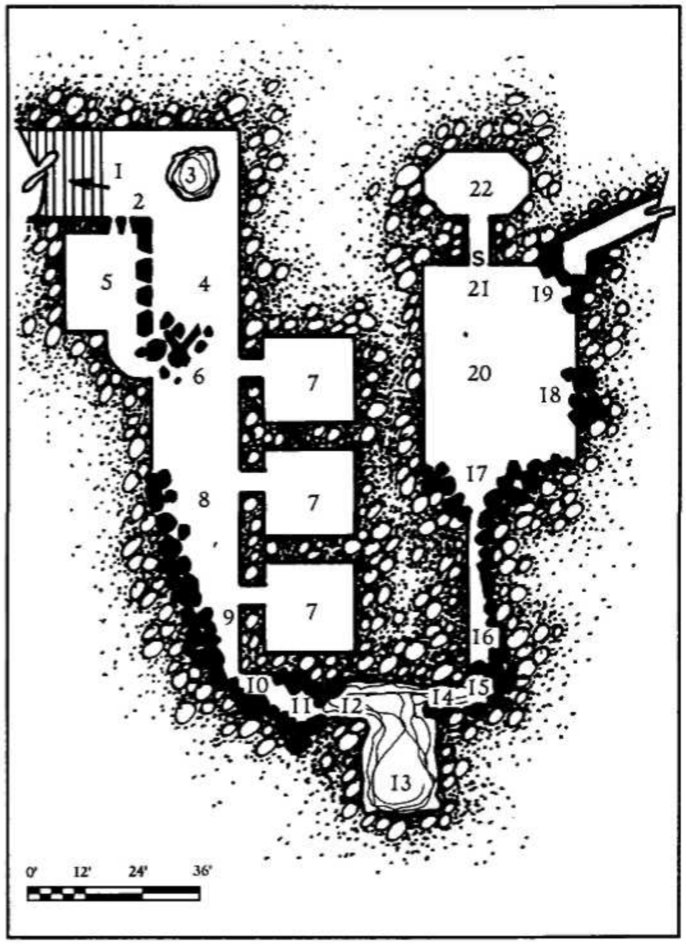
The Beffraen have been digging in these ruins (see *Terrain Surrounding the Ruins,* #3, and Section 16.2, *The Mithril Room).* The accursed city of the hated Sea Lords remains an obsession with their shamans through the centuries. Bands of Beffraen drift out of the Eryn Vorn to the tumbled stones, performing certain rites to garner power from the fallen city of the ancient Sea Kings. One of their shamans was stricken by an ugly curse and is entombed here to await death. Aside from the unpleasant presence of the Nurga—the creature that was once the Beffraen shaman—there is little of interest remaining in Minas Mellon, The ruins have been explored by many over the centuries.

Minas Mellon, first level



First Level

1. Diggings. A pseudo Pûkel-man four feet down marks the bottom of the Beffraen diggings; collapsing sand marks the entrance to Minas Mellon.
2. Entry Tunnel. 2' high and 1.5' across, the tunnel must be traversed on hands and knees. The passage soon divides,
3. Cave. To the right the tunnel emerges into a small cave, part of whose walls were worked.
4. Diggings. Some explorers attempted to dig here long ago; a rusty shovel head remains in their hole.
5. Small Cave. The floor is littered with a line of five Beffraen totems facing a pile of rocks at the rear of the cave.
6. Rock Pile. The pile of rocks is cunningly but crudely fit together; it is only Routine (+30) to discern that this is very recent construction. It will be several hours work to remove the blockage
7. Stairs. The rocks seal off a short stairway going down.
8. Corridor. A long corridor leading south. Looted; even the torch holders have been removed.
9. Passage. A side passage headed west.
10. Chamber. A pentagonal room; the sensitive might guess that this was once a shrine. The Nurga avoids this level for that reason.
11. Chamber. A small room, empty, of unknown usage.
12. Chamber. A very small room, perhaps a servant's quarters. The Beffraen have left small votive figures, in vague animal shapes, for the Nurga's lucid periods.
13. Passage. Another side passage that has largely collapsed. The site of unsuccessful diggings; at the very far end of the tunnel lies a silver belt buckle worth about 10 sp, and enough loose chain links for a large shirt, +10 DB. Apparently someone got stuck once.
14. Stair. Large stairway going down.



Minas Mellon, lower level

Lower Level

1. Stair. The stairway from the upper level (#14).
2. Arrow Slits. Located at the bottom of the stairs.
3. Pool. A large, water-filled hole in the floor, about 2' deep. There is a small crevice, Hard (-15) to find, on the western side, just big enough for a slender arm to probe. This is the home of a very unhappy and very hungry eel.
4. Passage. The main passageway, similar to the floor above.
5. Guardroom. The old guardroom for the stairway. A pile of seaweed provides a bed for the Nurga.
6. Rubble. Fallen from the ceiling.
7. Guardrooms. The Nurga will be hiding in one of these rooms, regardless of his present condition. Otherwise quite bare,
8. Rubble. The ceiling has fallen, blocking most of the corridor here.
9. Passage. A narrow (2') passage through the rocks.
10. Chamber. The passage opens up into a narrow chamber,
11. Pool. A small pool of fetid water, its surface even with the floor. The pool is about four feet deep.
12. Passage. A narrow underwater passage, heading east, no longer identifiable as part of the keep's sewage system.
13. Cave. After ten feet, the passage opens up on the right (south) into an underwater cave. Groping about on the floor might be rewarded with the blade of a +10 dagger.
14. Passage. The underwater passage continues east for 10' beyond the cave.
15. Pool. A pool, similar to that above (#11), opening into another set of chambers. The air is very bad here, twice as debilitating as that in the Minas Iaur (see *Minas Iaur,* #3). It will be difficult to light a torch.
16. Crawl Space. A crawl space along the western edge of a largely fallen corridor,
17. Chamber. After 30' the ceiling rises to 5' and the corridor enters a large room.

18. Rubble. A completely collapsed corridor,

19. Collapsed Corridor, A smaller fallen passageway, one that was once secret. If the means (or power points) can be found to clear 5[1] of rubble, the passage turns down and southward to eventually reach the wine cellar of Tiras Maegthil (see *Terrain Surrounding the Ruins,* #22, and *Tiras Maegthil,* the wine cellar, #1.) The tunnel is marked on the area map. From Tiras Maegthil, a sewer passage leads all the way to Aldarion's house.

20. Chamber. A large chamber, possibly an officer's room; it has been stripped bare. Lights go on in the ceiling whenever someone feels the need for them.

21. Secret Door. On the west side of the chamber there is a Very Hard (-20) to find secret door. Its traps are no longer functional, but similar decay *in* the lock makes it Extremely Hard (-30) to open,

22. Secret Room. A substantial secret room, probably a trysting chamber. The original salvagers cleared the place out, but they neglected the inlaid tiles on the floors and the fine mirrored tiles on the walls and ceiling. If carefully removed, these could be worth up to 800 gp. Ancient music plays here whenever someone thinks a random romantic thought. A bard who studies the songs of this chamber for several hours will expand his musical knowledge, (This means +1 % to his music skill per day for up to 10 days).

Tiras Maegthil

The slab found off the rocky islet (see *Terrain Surrounding the Ruins,* #6) was originally a step in the large, central staircase of Tiras Maegthil; it is currently sealing the entrance to the tower's basement. Moving the slab releases a bubbling froth of foul air as the chambers beneath begin to fill with water. How fast the ruins fill depends upon how much the stone has been shifted. The air inside is completely unbreathable, but if a dam can be built around the slab, the basement area just below will be passable m less than an hour. (Until then, see *Minas Iaur, First Basement,* #3, for effects. It is possible that closed rooms may not be cleared of their bad air as fast as the main hall, and their atmosphere may cause double or triple the effects noted.) If the ruins are allowed to flood, the chambers must be explored by water-breathing magic or other means. The pickings are sparse, and the dangers commensurately lower. Minas Maegthil is of use to explorers mainly as a means to gain entry to other areas.

Basement

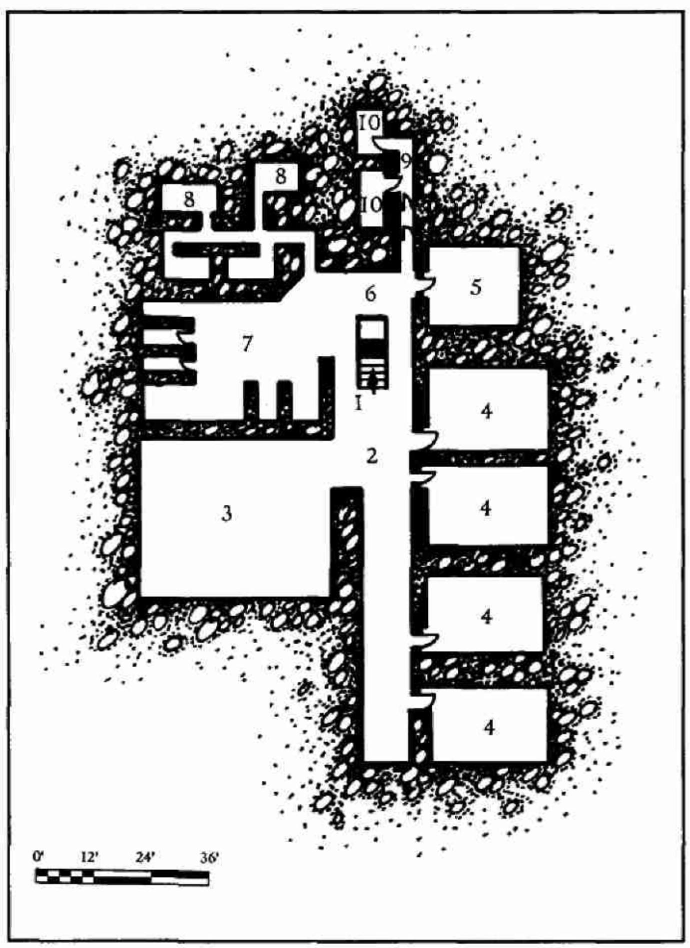
1. Entrance. Entry to the basement of Tiras Maegthil is gained at the central stairway, which has largely collapsed. It is only a 9' drop to the pile of rubble on the floor but the inrushing waters may make this initially an Absurd (-50) maneuver.

2. Main Hallway. Its gilded torch holders remain. The dozen fittings are worth about 2 gp apiece.

3. Large Dining Hall. Underneath the single large, broken table left behind by salvagers is a magically altered, motile plant that was originally designed to keep the sewers clean. Resembling a clutch of brown thistles the size of a pony, it is confused and will move out and attempt to "clean" any unusual smell within 10'. Regardless of whether the chamber is filled with air or water, it has Mv of 10, 80 hits, 20 DB, and can make +40 attacks with 1 -5 fronds on up to three targets per round. The best it can manage is 5 points of damage and an "A" slash crit on any attack. Once the "cleaning crew" is disposed of, a dozen pieces of silver cutlery and a badly dented gilded tray can be easily found. The pieces are worth about 3 gp in all.

4. Barracks. Diligent searching can uncover a handful of coins of little value in the mud. Ominous, distant mutterings can be heard in these rooms; this psychic residue is nerve-racking, but harmless.

Tiras Maegthil, basement



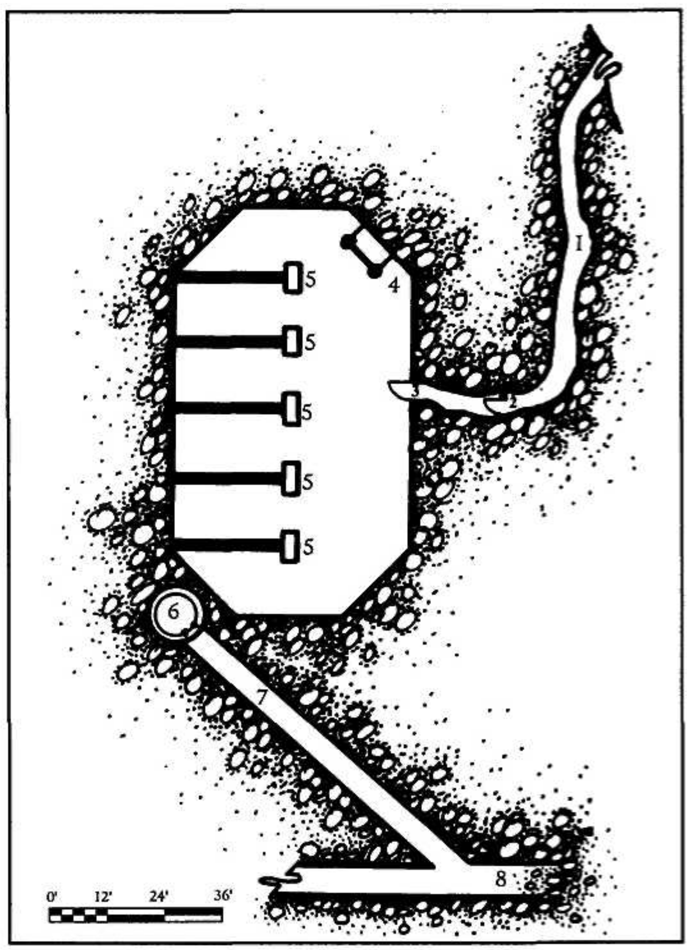
5. Chamber. An officer's or sergeant's room, A map of the general layout of the old city is engraved on the wall. It is somewhat obscured by algae. If someone touches it, he will be drained of 1 -10 points of Constitution and take an "A" electrical crit; the map will use the energy to clean itself.
6. Hatch. Large iron hatch in the floor. This is the entrance to the wine cellar (see below). A good deal of rubble must be removed first, and the four large iron padlocks must be removed by force, because they are so rusted. If the basement has been flooded, water pressure will make opening this hatch an Absurd (-50) operation. In this case, the the hatch cannot be opened all the way until the flooding subsides, so there is little danger of anything being swept into the opening.
7. Kitchen. The copper and iron utensils that were abandoned have corroded away to uselessness. A enormous slug, almost 4' long and a foot thick, is licking the slime off the walls in the side pantries. It moves towards any intruders at a rate of 1' per round unless hurt, in which case it mews piteously. It can take 50 hits and possesses no offence or defence. Someone may want it as a pet.
8. Quarters for Kitchen Crew. There was never anything of value here in the first place.
9. Hallway. Leads to the cold storage rooms; the first wooden door has rotted away, but the inner insulated steel door remains. Its lock is Hard (-10) to jimmy. The door itself is worth 10 gp. If it is removed, a cold elemental, a small white puff of frigid smoke, will explode out of it as the last hinge is popped (as a +20 *Cold Ball)* and then go swirling off down the hallway and into the outer air, giggling like a maniac. Catching it in a helm or cloak is an Absurd (-60) maneuver, but a sage will pay up to 30 gp for it. Any container it is kept in will frost up and do an "A" cold crit to any unprotected touch.
10. Cold Storage Rooms. Enough equipment is intact to allow one to figure out how the Númenóreans kept ices and fresh meats during the summer. Naught can be salvaged, but the information might be valuable in a southern climate, e.g., Gondor or Umbar.

Wine Cellar

1. Secret Passage from Minas Mellon. (See *Terrain Surrounding the Ruins,* #22, *and. Minas Mellon, Lower Level,* #19.) The tunnel is marked on the area map.
2. Door. The outer door to the secret passage, constructed of teak with clever plaster work for camouflage, but with two rusted-out locks. It will prove easy to batter down. If the wine cellar is flooded and the passage is not, this door will leak noticeably for the first two hours after the event, being then only a Light maneuver (+10) to detect, instead of Hard (-10).
3. Inner Door. Extremely Hard (-35) to detect, largely because it is set against the top of the 12' ceiling rather than at floor level. For some reason, it was left unlocked with its traps unarmed. The mechanisms of the needle traps are worth 5 gp. It does not leak and will be as difficult to open as the cellar hatch (see above) if the basement is flooded.
4. Ladder. The iron ladder down from the basement (#6 above). Anyone over 100 pounds is likely (75%) to break the ladder and experience a nasty fall.
5. Wine Racks. The best vintages were salvaged, and all the remaining wine has turned to vinegar. About twenty bottles of what once was cheap cognac remains, and there is a slim chance that a few may have matured to be exquisite almost beyond price (2% chance per bottle). The proper connoisseur could not be found in Eriador, though. Three bottles bearing simple, scribbled labels are also in these racks, left here by an alchemist to age.

The first is labeled "Sense of Worth" in Adûnaic. It is empty save for a white stain along the bottom. This is 100 gp of powdered mithril.

The second is labeled "Yuldar Vië" and is full of a bluish fluid. This was to be a simple restorative, but has aged into a Potion of Strength (stat raised to 105 for 11 - 20 minutes).



The third is a "Peculiar Agent" and contains an incredibly lethal virus. Anyone in a room in which this bottle is opened, or just those within 5' if it is breached outdoors, must resist a 5th level disease attack or laugh themselves to death in 1-100 rounds. They will be in obvious physical trouble after the first 1-10 rounds. If they can be sedated, the suffocating effects of the disease will be delayed by a factor often. Anyone who gets within 3' of their exhalations will also have a chance of catching the sickness, while anyone just handling their body or remains will have to resist only a 1st level attack. The virus will only live 48 hours out of the bottle, if it is not provided a steady supply of hosts.

6. Drain, There is a small drain in the floor of the southwest corner of the wine cellar, choked by broken glass from the salvagers' last drinking bout. It leads directly to the main drainage pipe from the castle to the city sewers. It would be Sheer Folly (-50) to detect by a general sounding of all the walls. Explorers might note, however, however, brown fluid leaking through small cracks in the wall above the floor dram, and more of it beneath the first layer of broken glass. Searching at this exact location reveals the shaft with only an average (+0) Perception maneuver. The wall must be knocked down to gain entry to the shaft.

The brown slime is corrosive, a self-cleaning mechanism of the main drain pipe, and it will deface metal, rot leather and cloth, and burn living flesh. (5th level attack, RR to avoid an "A" heat critical.) The drainage pipe is lined with the stuff. Anyone who gets into the pipe without checking it for slime will be burned every round he tries to hold on to the iron ladder that leads down 10' to the bottom of the pipe. If he misses his RR by 20 points or more, he will lose his grip and fall.

7. Pipe. The sloping pipe down to the main sewer, only 2' across. More brown slime, but only along the bottom. Another giant slug (see *Basemen!,* #3, above) is present. It has been feeding on the brown slime, and will spit it as a +20 attack if someone tries to push it away.

8. Main Sewer. A possible route to Aldarion's house (see *Terrain Surrounding the Ruins,* #23.)

ALDARION'S HOUSE

Aldarion's house is the only ruin that retains any of the grandeur that was once Lond Daer, even though virtually all of its fixtures have decayed and disappeared. Entered through a sewer shaft (#1), the ruins are entirely filled with water. The enclosed nature of the place has prevented sea life from completely obliterating the details of its interior. Exploring will, however, stir up the mud on the floor and gradually (about 5% per minute) reduce the visibility to near zero. More importantly, the ruins have become the focus of a strange and complex magical spell.

The Alarkadaro

When rumors of Ar-Pharazôn's plans to assail the Valar first spread through Númenor, various seers and sensible folk foresaw the doom that would befall the land and conceived of methods to avoid it. One mystic, Ermithdin na Alarkadaro, determined a way to pass his family into a "safe-world" at the edge of the Void through a passage he'd created with his magics. He had even summoned up what he thought was a magical dwelling place where they could be protected from harm until the fury of the Valar subsided and he could open another door leading to some place of safety in Endor.

Ermithdin's experiments, however, had gone dreadfully awry. He, his wife, and three adult children escaped the drowning of Númenor by magically transporting themselves into the realm of shadow, the dark place of wraiths, wights, and tainted spirits. They have been essentially dead and damned for all the ensuing centuries, maintaining only the illusion of life.

The Mard Aldarion, being a large, highly magicked building lying in the general direction of the safety Ermithdin sought, attracted his magical probes, and the family now lives there in a shadow image of the ancient Númenórean life-style. They sustain themselves from stores that seem magically replenished every day, not knowing how much time has passed since the Akallabeth, waiting patiently for some deliverance from their fate.

The family members are:

Ermithdin. A tall, fine-looking gentleman wearing comfortably flamboyant Númenórean garb. He thinks only a year or so has passed since he established his place of refuge. He is quite familiar with esoteric magics; if he were not dead, any magician could learn much from him.

Melian. The mistress of this house. Calm, stoic.

Barach. Eldest son. Suspicious of strangers, condescending towards non-Dúnadan, especially Elves.

Ercamir. Young, enthusiastic, expects to do well after his family has "migrated" to Endor.

Corianna. Very young, beautiful, a fine musician, hopes to become a princess someday. She is missing a brooch, and asks strangers if they've seen it.

After an exploring party enters the servants' quarters (#2 below) one or more characters pass into the shadow realm and can explore the Mard Aldarion as it once appeared. The doors noted on the floor-plan are intact, and the location of the five demi-wights who used to be the Alarkadaro are there to be located.

The characters in the shadow-plane will not have to worry about breathing until they cause the demi-wights lose control of their delusions. They can use a detection spell to reveal the truth behind the mirage around them (or simply concentrate and deny it). If they pass this information on to the Alarkadaro, or simply let slip how much time has passed since the Akallabeth, the family panics; the pleasant Númenórean facade of the Alarkadaro's

prison will began to fade; in 3-5 rounds everyone involved will solidify into the real world and the mortals involved will have to figure out how to breath water again. They will lose 1 Constitution point for every hour spent in the shadow-realm and 1 more for every 10 minutes in the company of the demi-wights. Anyone who spends more than a few minutes in the shadow-plane will gain a +10 skill in Numen6rean culture and a permanent +10 to any Perception maneuver involving Undead.

Adventurers not transferred to the shadow-realm can keep track of their comrades using detection spells or Very Hard (-50) Perception maneuvers on their psychic residue. Telepathic magic can be used to pick up snatches of conversation from the other side They feel a constant sense of dread when in a room occupied by the demi-wights, even though they will not be able to see them until the illusion is broken and everyone materializes completely. The three male Alarkadaro will berserkly attack anyone in the house. Melian will try to get to the main staircase (#7) in the middle of the first basement and tear herself to pieces trying to claw her way through the rubble up the staircase. Corianna, if anyone has been kind to her, will simply beg that person to put an end to her existence.

The Basement

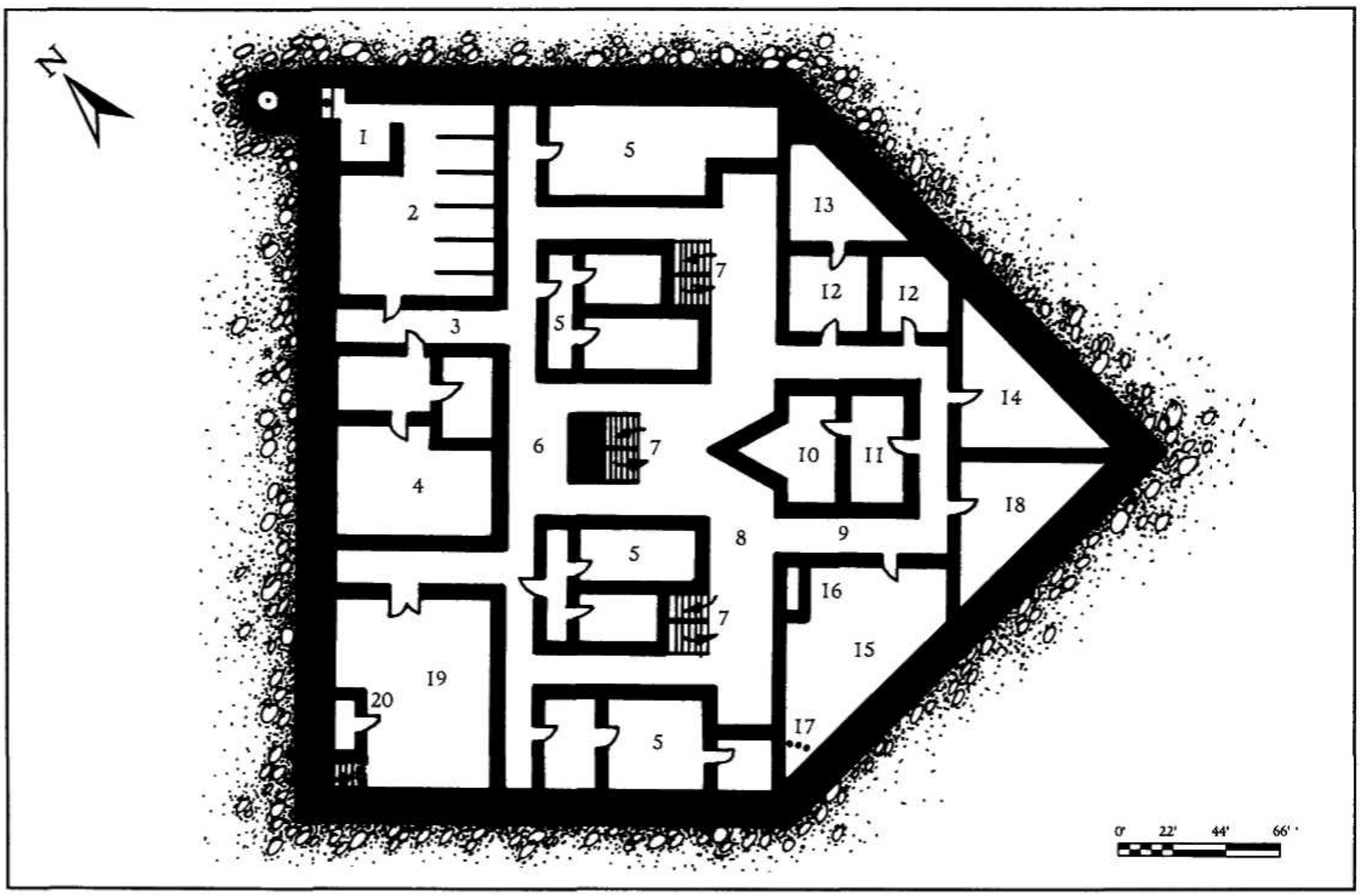
In addition to the Alarkadaro, the following random encounters may be checked for in each room.

On a D10:

- 1-2: Shark. There is only one. It grew up trapped in the rooms and is afraid of light. It flees anything large unless cornered.
- 3-4: Stonefish. There are small fish in every room here, but this one is poisonous and tends to not get out of the way in time.
- 5-6: Frond Creature. A twin to the one in *Tiras Maegthil* #3, it is the only free-roaming predator, aside from the shark.
- 7: Giant Slug. Like the one described in *Tiras Maegthil* #7. It can swim at 5'/rd.
- 8: Glitters. Like the ones described in *Terrain Surrounding the Ruins,* #23.
- 9: Walking Frond. The small kind from *Terrain Surrounding the Ruins,* #23, Since it is flooded here, one might drift into an accidental +10 Grappling attack.
- 10: Cloud of Small Fish. Cuts visibility to 1' for 1 -3 rds. Otherwise harmless.

1. Lair. A stone formation in a mudbank *(Terrain Surround' ing the Ruins,* #13) is the home of a very large and mean eel, but it also is the upper casing of a 3' wide, 40' deep water-filled shaft leading down into the city sewers. The casing is cracked, allowing sea life in to the shaft, but the hatch at the top is intact. Slots carved into the masonry of the shaft act as a ladder. About halfway down the passage, a

Aldarion's House, basement



2' diameter side shaft opens into the privy tank of the first basement of Aldarion's house. From the 10' square tank, now thankfully empty, one can enter the privy (at #1 a) by climbing another slot ladder up and through a two-hole commode. Numerous small, big-eyed fish dwell here, but they are not dangerous.

Two other side-shafts below the first are blocked by rubble. At the bottom of the vertical shaft; a larger passage opens, leading northeast. It is blocked by a passage-web (see *Terrain Surrounding the Ruins,* #23). If the drain to to the privy is blocked at some point and the cracks in the upper shaft are sealed, the shaft can be pumped dry. No amount of pumping can clear out the vast volume of water flooding the Mard Aldarion, so exploring it will probably require water-breathing magic.

2. Sleeping Quarters. A common dormitory for servants, now the home of many sea urchins. This door and all other standard doors in these two basements have rotted away. They still exist, however, in the shadow realm, which someone will soon visit As soon as three explorers are in this room, or if one or two are in or beyond the chamber for at least a full three minutes, all must resist a 30th level Essence attack—one of Ermithdin's "passage" spells—or be shifted into another dimension, leaving only a swirl of silty water behind. Magical detection will vaguely reveal the presences of the missing characters. The balance of the party will be free to enter the ruins.

GM Note: *Juggling two groups of characters may be difficult; the Gamemaster has the option of simplifying the adventure. Either have all the characters "fail to resist"and go to the shadow-realm together, or have them all succeed and let the Alarkadaro appear, in their undead form, in the real world. The latter case should keep any character negotiations or confusion to a minimum.*

3. Hallway. In the mud, someone will note a brooch. It is Corianna's and through some slippage of the planes it fell here during her passage from Númenor. It is +10 versus magic and +20 versus poison, but generates greed in others—(10%) chance of an unfortunate incident per week.

4. Suite. A suite for some minor visiting dignitary; very silted up.

5. Suites. Similar but smaller suites. Barach, Ercamir, and Corianna each sleep in one when not otherwise occupied.

6. Back Hall.

7. Three Main Stairways. Now disordered jumbles of stone. Noises of daily life sometimes (25% chance) filter down these stairways, but digging at them only causes small landslides. These inflict +50MCr attack with an additional "A" Grappling critical to see if the excavator is pinned by rocks.

8. Central Hall. Once quite impressive.

9. Front Hall.

10. Guardroom. The main guardroom for this level.

11. Basement Armory. Several dozen feet of +5 wire bowstring can be found in a spool on the floor. At the back of the room, at the center of the complex, there is a swirling in the water. This is an elemental, Ermithdin's familiar; it acts as the power source for his more complex magic. It is not hostile, unless attacked, and will make the water within 5' of it "breathable" by humans if needed. It communicates through empathy. When its master goes berserk, it will intervene in 2-20 rounds and aid in destroying him. After the explorers are safe, it will express strong feelings of regret and then fade away to the Void.

12. Guard Quarters. A +5 dagger blade and two +10 mithril alloy arrow heads are scattered about.

13. Chamber. Practice and recreational room for the guards. Ercamir is working out here.

14. Common Room. For the apprentice smiths. Has been converted to a kitchen in the shadow-realm. There is a smell of mutton constantly in the water.

15. Smithy. Barach is polishing illusionary armor here. A set of taps and dies for shaping delicate metal hangs on the wall. It is of fine, hard, steel that adds +5 to forge work.

16. Forge. A small fire elemental is trapped here, and there is a stream of warm water rising from the forge. If the elemental is released by tinkerers, it fights its way past them, trying to locate an exit. Only if it escapes to the air can it get hot enough to leave this plane for its *own.*

17. Metals Vault. For the smithy. The lock still functions and is Extremely Hard (-30) to operate. The needle trap also works, but its poison faded long ago. There are bars of copper, bronze, and silver present, worth 45 gp.

18. Head Smith's Room. An elaborate aluminum chandelier is still hanging; it is worth about 50 gp.

19. Suite of the Chief Butler. This is where Ermithdin and Melian sleep; she spends most of her day here.

20. Secret Door. Located at the far end of the butler's closet with stairs leading down. It has ceramic facing to blend in with the wall tiles, and has not decayed like the other doors. It is Very Hard (-20) to discern, and Very Hard (-20) to unlock. The *Symbol of Absolution* which waits behind the door is Hard (-15) to avoid. Avoiding the symbol and proceeding down the stairs makes it Extremely Hard (-30) to notice another trap, a deadfall ceiling trap for a +75 double damage Fall/Crush. The stone will also effectively block the stairs. If the later trap is detected, it is Routine (+0) to use a prop to disarm it.

Second Basement

1. Sewer Pipe.

2. Chamber. A large number of screws and braces indicate that furniture was stored here.

3. Private Conference Rooms.

4. Storage. The stacked metal rods would show that maps were stored here.

5. Corridor.

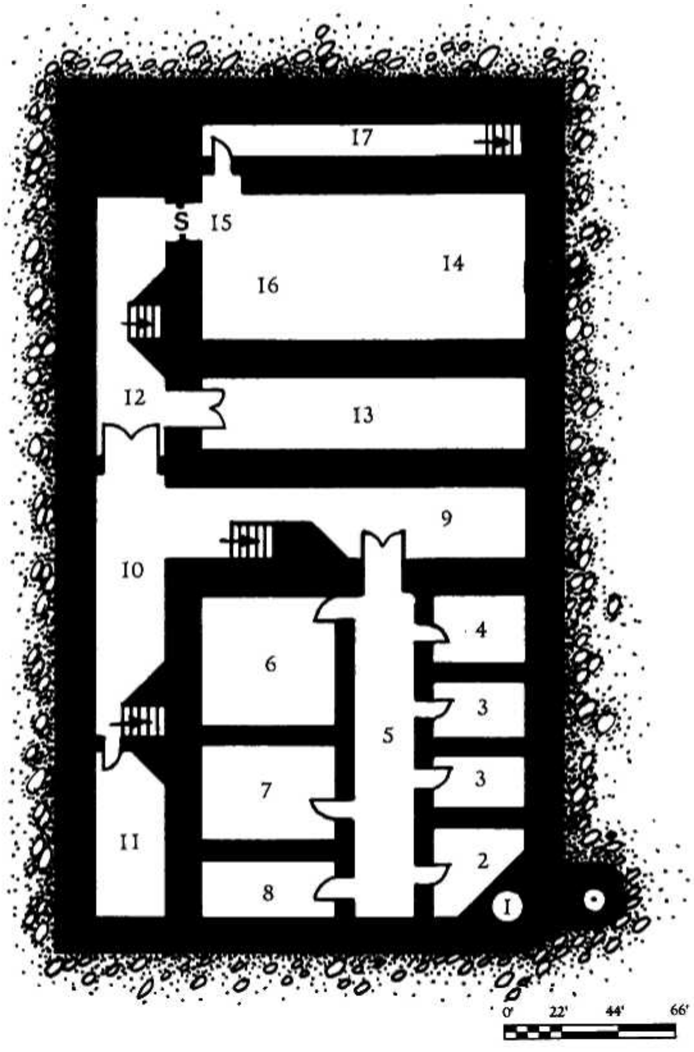
6. Larger Conference Room. In the shadow-realm, it is used as Ermithdin's lab. A tapestry on the wall exists in both realms. It depicts a Númenórean pastoral scene, but anyone looking closely tends to see things in the scene familiar and pleasant to himself. Looking upon the tapestry with cynicism and disbelief causes flickering images of the shadow-realm to appear, evil spirits and dead-faced horrors. Anyone seeing such must resist 10th level *Fear* or lose 1-10 points from both his Presence and Intelligence stats for a month. Missing by -30 or more causes 1-100 rounds of gibbering and stunned insanity. Describing the vision afterward will be impossible.

7. Chamber. Shelves suggest an annex to the library,

8. Chamber. Several silver spoons and the marble base of an urn hint that light meals were prepared here,

9. Hallway.

Aldarion's House, second basement



10. Front Hall. Connected to two of the main stairways.

11. Secret Conference Room. Unless magic is performed

here, it is Sheer Folly (-50) to notice that the veins of the marble walls are tinted an odd greenish-violet. That is because they are laced with the extremely rare mineral known as kregora which severely obstructs any manipulation of the Essence. This feature would have made the room immune to any magical eavesdropping. If the marble could somehow be salvaged, it would be worth at least 2000 gp.

12. Side Hall. Connected to the other stairwell.

13. Chamber. A long narrow room with red lines on the floor. There are four perfectly spherical marble balls scattered about the floor. Their function is a complete mystery.

14. Large Secret Room. The magic cast in this room has "bent" a hermit crab, expanding it to giant size. The crab has been feeding on virtually nothing but residual magic for many years. Anyone entering the room gets an empathic sensation of extreme, angry hunger. This gives them 1-3 rds to prepare before the crab rises out of the debris at the west end of the room and attacks.

15. Double Secret Doors. They are Extremely Hard to find on both sides, and the locks are Sheer Folly (-50) to open. The trap still operates, but its poison gas will not be effective underwater.

16. Chamber. On an ebony pedestal in the secret room is a large crystal rhombus. This is a primitive version of a Palantir; it acts as a x5 PP multiplier, x5 duration and x5 range for Seer base lists and other scrying spells. Unfortunately, the stone has been aligned to this location and jarred by earthquakes. Nothing can be seen in it save for a scene of clowns and mimes working in the streets of Lond Daer. It would take an extremely talented Alchemist the rest of his life to re-align the stone. For their aesthetic value, the rhombus and its base would be worth 100-500 gp depending on the buyer.

17. Passage. From the head butler's chambers (#20 above).

14.3 CREB DURGA

GM Note: *This hill and cave complex is used by Orcs and Trolls for most of the Second and Third Ages, and is still in use in the early Fourth Age. The specific details given here are for the scenario The Hunt for the Warlord in Section 17.3.*

Creb Durga is both the name of a small cluster of hills in Minhiriath and also that of an ancient ceremonial site of unknown function, probably built and used by the ancient Arhûnerim and the ancestors of the Beffraen. The hills of Creb Durga surrounding the ritual site are the result of the same sort of igneous intrusion that created the Pinnath Ceren. The limestone layers pushed up around the volcanic bulge at the hill-mass's center are riddled with caves. These caves are connected directly to the Underdeeps, and because the caves possess their own

population of underworld plants and animals, Creb Durga has been a stopping place for renegade Orcs for many centuries. The Dúnedain and Eriadorans who have always lived in this part of Minhiriath avoid the ruins. A large number of Orcs moved into the caves of Creb Durga after the Second Northern War in T. A. 1409, and they've been a nuisance in the area ever since. Suppressing the denizens of Creb Durga was always the responsibility of the Ernil Dol Calantir, and until the Great Plague the Princes had always been more-or-less successful in the task.

The Warlord's arrival changed the balance in central Minhiriath. The Orcs of the caverns certainly hate and fear the Warlord; his insanity obliges him to try to kill any Orc in his immediate area. Never the less, the presence of Ardagor and his Trolls finally made it possible for the inhabitants of Creb Durga to break out into the countryside and take their revenge on the Men who'd been troubling them for so long.

The Warlord originally made his home in one of the cavern-villages beneath the hills, killing or driving off the Orcs living there. He moved himself and his personal bodyguard, in the winter of T.A. 1642-43, into a recently discovered cave complex near the crest of the hill-mass, centered around the ancient ceremonial site. Since he loathed the Orc-stench of the cavern-village, the new fortress was a decided improvement. Its location is kept secret by obliging all visitors to enter it through the subterranean passages of the Orc caves and slaying any guest who looks out the windows or arrow slits of the caves to catch a glimpse of the surrounding hillsides.

14.3.1 THE ORC-CAVES OF CREB DURGA

The Orcs of Creb Durga were growing in strength all through the decades before the Great Plague and looked forward to the arrival of the aid from Angmar after a Dark Priest promised it to them in T.A. 1637. Since then, they have become demoralized and bitter. Virtually all of their chiefs and captains have been slain by Ardagor and his Troll henchmen; the booty promised them has not materialized, most of it being confiscated for the Warlord's use or given to his mannish mercenaries. Destitute, leaderless, their ranks decimated by Cardolani counterattacks, the Orcs of Creb Durga are considering either revolt or flight in the direction of the Rast Vorn.

The map of the cave complex includes all the passages in the system wide enough for a Troll, although many of them would require him to stoop. The areas marked as villages, in particular, are riddled with smaller caves and tunnels, most of them cut by Orcish tools to a useful size. The main passages in the villages have side passages every 11-20 feet, with a 50% chance that the smaller passage leads somewhere useful. Elsewhere, side-tunnels appear every 10-100 feet, with 30% of them ending in 1 -100 yds and the rest having a 20% chance of coming out in another large passage, although the way is usually be rough and cramped.

Use the table below for random encounters within the cave system, with a 20% chance of something unusual appearing every 100 feet. Note that the "surface world" animals listed below will be skittish and emaciated, even though many of them will have been born underground.

Roll	*Number*	*Description*
01-10	1-5	Orcs, Going about their business. They post sentries around their villages but do not normally patrol.
11-15	1	Troll.
16-20	1-5	Mannish mercenaries.
21-25	1-10	Mannish slaves (50% chance of an Orcish guard, especially near an entrance.
26-30	1-2	War-wolves. 10% chance one is actually a Warg.
31-34	1-5	Sheep. Small and pathetic.
35-38	1-2	Ponies. Cute, but hysterical when agitated. Meat on the hoof to the Orcs.
39-44	1-2	Dogs. 10% will be weirdly friendly, and will tag along with any mannish intruders.
45-50	2-3	Pigs. Small ones.
51-55	1-10	Rats or rat-like creatures. Small, ugly, often albino or blind. 10% will be carnivorous and will stalk helpless or injured prey. 10% will have a bite injecting a 5th level nerve venom.
56-60	1-10	Bats. Not harmful, but panicked by light.
61-68	1-5	Spiders. Small, as the Orcs killed the really big ones long ago. 20% will be poisonous.
68-75	3-30	Insect Vermin. Aphids the size of mice, termites the size of cats, ants, wingless bees, etc. 10% will be aggressive.
76-90	1-10	Plants. Various sorts, but mainly molds and fungi. 10% will be carnivorous, 20% will have limited mobility. 20% of the carnivorous ones will use a gas, blow spores, or have a magical attack of some sort.
91-100	1-10	Unseemly Creatures. In cestoid, crawling, or simply shapeless and oozing. Use the same chances for danger as the plants above.

THE CAVES

1. Ringfall Village. Only a hundred or so feet beneath Crag Dagomen, the cavern-village has a Shrine of the Red Eye and a comfortable set of chambers for a Dark Priest. He was slain at the Battle of Quiel several months ago, and the Orcs are maintaining his rooms for his expected successor. Home to 50 male Orcs, an equal number of females and imps, and twenty abused and somewhat crazed mannish slaves. The reaction of any given slave to a mannish visitor or rescuer will be unpredictable, depending on how long the or she has been underground and how often beaten,

2. Jumble Village. 100 Orcs, 4 Trolls, and 30 slaves. Almost six hundred feet underground, the village has a goodly water supply in several pools fed by overhead surface water. Whitish tubers growing in the pools keep the Orcs well fed and slightly drunk, since they contain a natural depressant.

3. Dry Well Village. 100 Orcs, 3 Trolls, and 40 slaves. Almost 800' underground, the village boasts natural hot vents that grow an interesting variety of fungi, allowing the Orcs to export potions to points all over Eriador. The dry well itself, at the center of the largest cave in the village, is 10' across and essentially bottomless. The Orcs never build fences or walls around it, because doing so would deprive them of the pleasure of watching a drunk or an animal stumble and fall. When this happens, or when they throw captives in as a sacrifice to the Dark One, there is never a sound of the body hitting bottom; instead, about three minutes after the poor fool goes over the edge, a deep, demented peal of laughter emerges from the well,

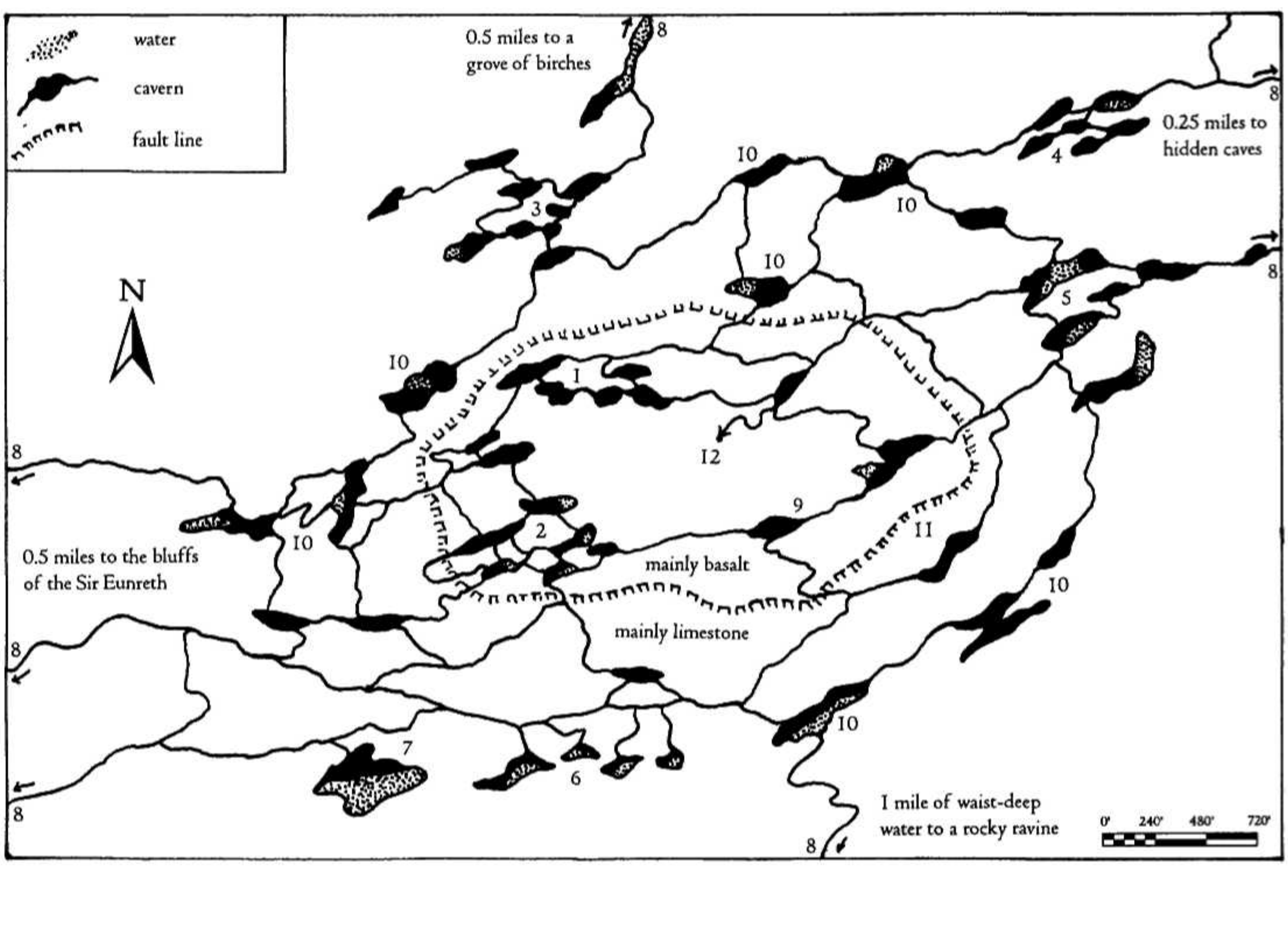
4. Washout Caverns. 100 Orcs, 10 slaves. The caverns flood occasionally and always smell moldy.

5. Arches Village. Formerly the residence of the Warlord. Understandably, there were few Orcs sharing it with him. 30 mannish mercenaries and 40 Orcish veterans of the current campaign dwell here now in relative comfort, along with 6 Trolls and 30 slaves.

6. The Dampings. Fairly close to the surface, these small caves all possess swampy pools fed with nutrients from the quagmires above. Corpse candles haunt two of the Dampings, but the Orcs have learned to ignore them.

7. Lake Moldbone. Almost two hundred yards across, the lake provides a steady supply of fish for the Orc villages. The animated plants along the edge like to throw unwary passers-by into the lake to feed the curious mass of sentient, carnivorous slime that hunts along the shore. The locals know to be careful while casting their nets.

8. Entrances. At any given time, there are usually no more than five Orcs on duty at any of these entrances. They are well fortified, and the Orcs have horns to signal for help if a Cardolani army arrives.



The Orc caves of Creb Durga

9. The Glass Pond. The Cave Worm that chewed many of the tunnels in the caverns lies here at the bottom of a frozen pool. He is asleep, but even so he can cast a spell that will *Charm* one unwary person per round into sitting on the ice and contemplating the purity of its wonderful crystalline structure. After 1-100 rds of meditation, the vicrim(s) begin to melt into the ice, completing the process of immersion in 10-100 minutes and reaching the Worm's mouth in another 2-20 hours, still alive and vaguely conscious of their horrible fate. If someone should melt or chop through the 10' of ice above the worm, it will awaken and kill every large living creature in the cavern system.

10. Shroom Pastures. Large caverns with extensive stands of large fungi and small, blind, animals. The Orcs hold tegular brawls over harvesting rights in these caves; it keeps them fit for more serious wars.

11. Druncafella Caverns. Like the Shroorn Pastures, except that the local rock chemistry causes many of the mushrooms thriving here to produce intoxicants and hallucinagenics.

12. Ardagor's Back Entrance. In theory, the Orcs of Ringfall Village are supposed to come to the Warlord's aid if he is attacked. In practice, they dislike him so strongly that they will pretend not to hear the alarm unless a Troll is present to intimidate them.

14.3.2 THE WARLORD'S LAIR

Should any snoopers discover the Warlord's lair, Ardagor has a careful plan for drawing the spies into an ambush and achieving their complete destruction. Basically, the Troll lookouts at the small cave (#8) noisily engage any intruders and then flee back to the stone table (#12). This allows supporting crossbow fire from the main cave complex and permits the other guards to surround the intruders and organize an overwhelming counterattack.

TERRAIN SURROUNDING CREB DURGA

1. Crag Gren (The Western Hill). Sparsely covered with pine trees, it is just high enough to mask any activity around the ceremonial site from lookouts across the River Minsiril to the west or across the Lhûgsiril Stream to the south.

2. The Treasury. A small cavern and tomb located in a notch in the eastern end of Crag Gren. This strange old site is used as a secret treasure house by Ardagor (see detailed description below).

3. Small Stream. Runs down into a quagmire from the Big Hill (#7). It gurgles, as other streams do, and also whispers and laughs on occasion. Anyone who drinks from it (within one day, if the water is from a bottle or canteen) will suffer from nightmares (resist 10th level poison) for 2-20 days and receive only one-half the value of a night's sleep for twice this period of time.

4. Quagmire. Will cut movement by -75 and triple all exhaustion effects. Connected and similar to the quagmires along the Lhûgsiril, just to the south, this area is unique in that it never freezes, regardless of how cold the winter. It is consequently loaded with life all through the winter, and it is a popular hangout for snakes. 50% of encountering one for every 10 rounds of movement through the muck.

5. Small Hillock. The remains of a small granite shrine sit on this mound, surrounded by a pile of rocks and slightly rotting vegetation. A slab of marble, looking curiously out of place, lies on the north side of the hillock. On it, in Orkish, are the words, "Kurr kjani, kurr garmog, which translates into common as "Not food, not dig." If the pile of debris is disturbed, it will give off a smell of blood; if anyone digs into it, he will awaken an ancient terror.

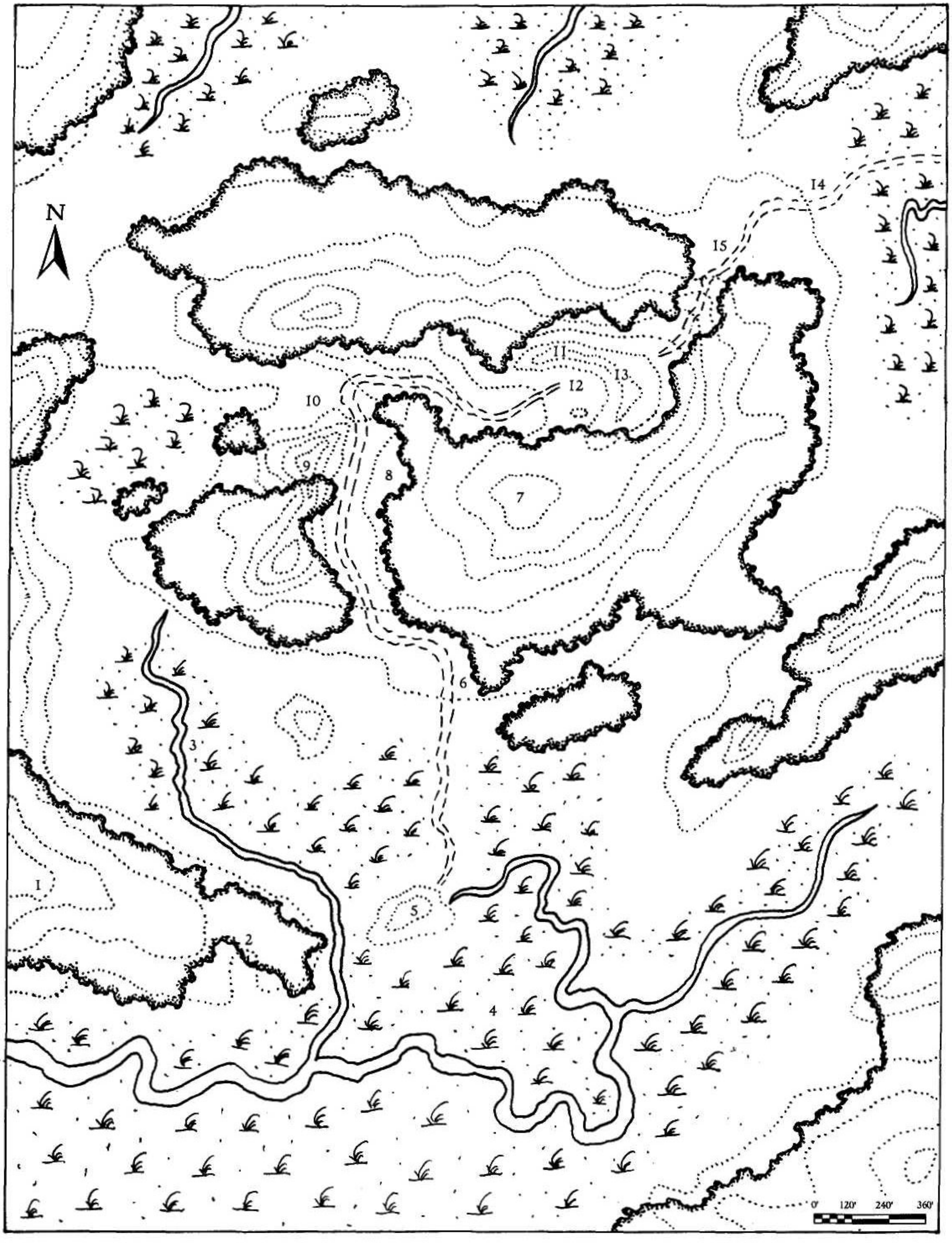
The Pûgurdi is a Root-demon, a powerful spirit from the Pale summoned by a Beffraen shaman at the time of the Eriadoran Wars. It appears as a powerful skeletal form twisted together out of tree roots, and its sole function in this world is to slay the Dúnedain of Cardolan.

GM Note: *The Pûgurdi is primarily interested in killing Dúnedain, the purer the blood the better, and will not bother to finish off any injured person who is not of High Blood. It will fight more or less rationally, and will flee if hard pressed. After it has been disturbed in its place of rest under the old shrine it will try to defeat whoever freed it and slay or mortally wound any Dúnedain present. It is capable of being distracted in a fight and is not wise to the ways of healers and those craven souls sensible enough to "play dead." It has a +100 mental perception ability to "sniff"out Dúnedain within a 5 mile range. It uses this ability to locate its prey, rather than trusting to its somewhat limited thinking processes. If one dawn and one dusk go by without it detecting a Dúnadan within 5 miles, it will return to the eternal pile of rot under the shrine, which has an enchantment on it causing the ground to he continually replenished by the local mice and ground squirrels.*

This Root-demon has the outdoor skills of a 20th level Ranger and the additional advantages of not needing to eat, sleep, or breath. All of its abilities are halved in sunlight, and it will bury itself in rotting vegetation, stagnant quagmires, dung heaps, or latrines during the daylight hours. This habit can be used to track it, although it washes itself off on rising if the means are available.

6. Ceremonial Path. No plants will grow on this ancient walkway of rough-cut local stone, and dust and mud do not accumulate here. Tracking any movement along the path is at a -100 penalty,

7. Crag Dagomen. "The Big Hill" to the Trolls, Fairly heavily forested with beeches and a few pines. It is not the highest knob in the hills of Creb Durga, but a good map will show that it is the center of the massif, and an expert eye will note that it is made mostly of black volcanic basalt with only a few overlaying slabs of limestone along its crest. There are almost no outward signs of the twisted lava tubes that are the heart of the Warlord's cavern lair.



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8. The Troll Lair. This small cave is secretly connected to the larger, hidden one just to the north. There are always three of the Warlord's Troll Guards stationed here. They come and go from this cave along the ceremonial path.

9. Small Ridge. If fighting bogs down at the small cave (#8), reinforcements will leave the main cave through the old well at #10 and gather behind this ridge for a counterattack.

10. Old Well. Water runs through this stone-sided well constantly, eventually seeping out into the quagmire west of the hill. The well is 5' across; it is 10' down to the water line and 10' farther to the bottom. There is a door in the side of the well, completely below the waterline, as well as a two-piece ladder. It is Absurd (-70) to detect if one is close enough to touch the walls, impossible otherwise. There is no latch, and the door cannot be opened by physical means from inside the well unless the water is somehow removed. From the small (15' x 15') chamber on the other side, a Troll or two strong Men can turn a winch to throw the bolts. This swings the door back and sideways into the room; the inrushing water will do an "A" unbalancing critical to anyone not braced against it. Once they are through the door into the well, the Trolls can sec up the ladder and climb out to ambush anyone attacking the main entrances to the caves.

11. Crest of Crag Dagomen. A stone stair case one took the ceremonial path over this sharp ridge of basalt, but now it ends in a pile of rubble.

12. The Stone Table. See the main level below.

13. Basalt Crest This jagged lava dike looks vaguely man-made, thus distracting the eye from the arrowslits and doors directly beneath it. -20 to the Perception of anyone who thinks it interesting for its own sake.

14. Ceremonial Path. Eastern Portion, Passes down the hill and ends abruptly in a quagmire. The wooden causeway that led across the quagmire has quite disappeared.

15. Lookout Post. One Troll will just fit in this tiny cave. It is camouflaged with living bushes and is Sheer Folly (-50) to detect. It has a secret door and passage leading into the main caverns (see *Warlord's Lair Lower Level,* #26).

The Treasury

a. Entrance. The pile of rocks appears to be the result of a landslide. It is Extremely Hard (-30) to discern otherwise. The rocks are fairly easily removed, however; Ardagor has ordered his guards to catch and maim insects in their off hours and bring them here. Four to six coireals have taken up residence in the rocks to enjoy this bounty.

b. Cave. 4' high going deep into the hill,

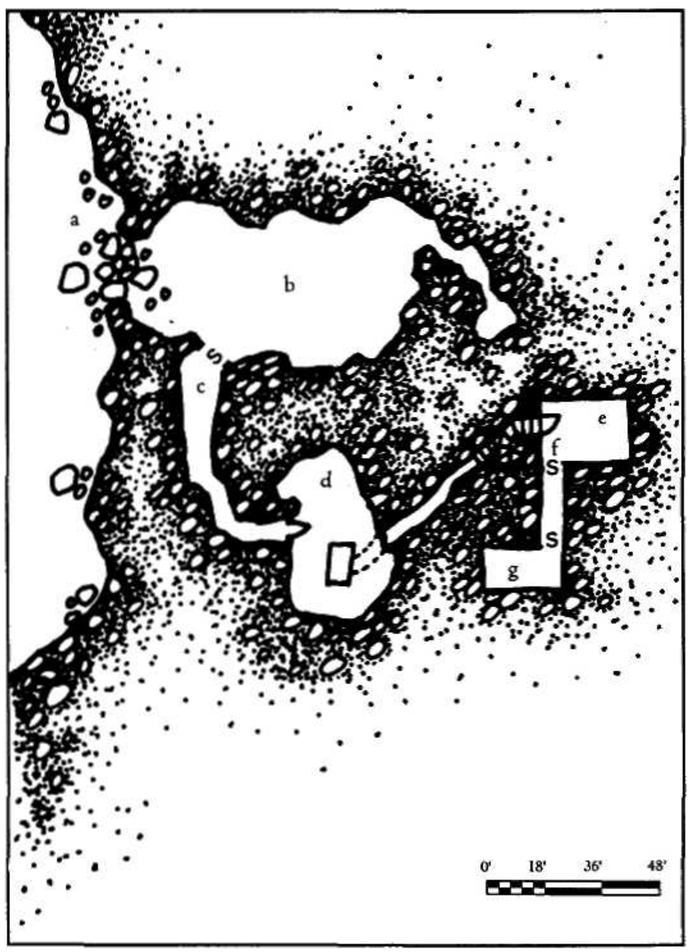
c. Secret Door. Sheer Folly (-50) to find in the cramped, dusty conditions of the cave. It is not locked or trapped. Beyond is a narrow and natural extension of the cave.

d. Burial Chamber. Its stone door is locked, Hard (-10) to pick, and trapped, also Hard (-10) to detect and disarm. The trap dumps a heavy stone 5' back down the crawlway for a +35 Fall Crush. The 6' ceilinged tomb is the home of a lesser wight that will appreciate company. He will slither out of a crude, but strangely beautiful, stone sarcophagus. If the sarcophagus is dragged out of the way, a small hole going down to a tunnel will be found. After looping around, the narrow tunnel ends with a new *Rune of Running Death* on a stone door. The new lock is Very Hard (-20) to pick and has a Very Hard (-20) needle trap poisoned with uranna.

e. False Treasury. Ardagor has stored his lesser, bulky loot here. There are four large sacks with roughly a thousand coins each. About 80% are copper pieces, and the rest are bronze. There is a smaller sack with about 700 tp.

f. Secret Door. Located in the ceiling of the treasury, it was missed by the Warlord. Its lock is Extremely Hard (-35) to open. One can crawl up into a short 2' x 2' x 2' tunnel. The danger is the Very Hard (-20) to detect ceiling trap which is set off if more than 50 lbs of weight is placed anywhere in the middle 10' of the tunnel. Setting off the trap will cause the entire tunnel to collapse.

Creb Durga, the Treasury

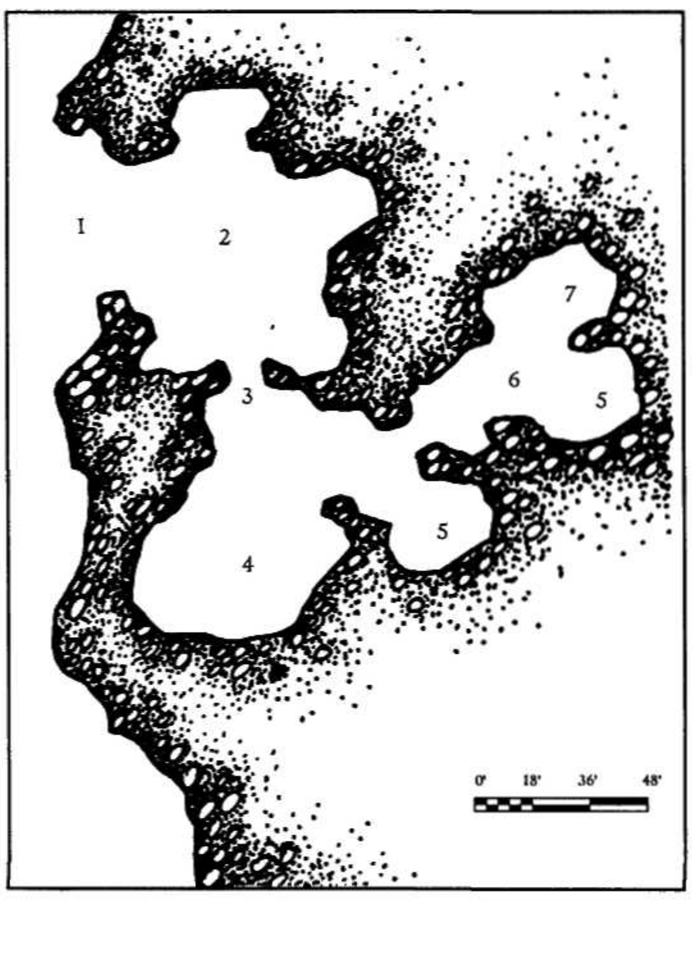


g. True Treasury. Most of the materials within are dust as they were meant to provide for the deceased in some afterlife. However, the solid gold plate armor, helmet, shield, short sword, and spearhead should reward even the greediest. This comes to about 175 lbs, of gold. If used, the equipment is -25, but plus +50 to RRs if the entire set is worn; it would fit a small Dwarf, a large Hobbit, or a Beffraen or Wose of normal proportions.

Troll Lair

1. Entrance. The wide cave mouth is guarded by two of the three Troll bodyguards on duty. Brush has been piled around the cave mouth in what is supposed to appear to be a feeble attempt to hide it. It is Very Easy (+25) to spot.
2. Front Cave. It is provided with the usual assortment of crude furniture, jars of "jellies," and other delicacies.
3. Passage. The route to the middle cave (#4) is narrow and can be easily defended by one Troll.
4. Middle Cave. There is a bed for the off-watch Troll, and several dozen tin pieces and broken weapons are scattered about as treasure.
5. Side Caves. Each is trapped, Very Hard (-20) to detect and disarm, with a deadfall good for a +55 Large Fall/ Crush.
6. Back Cave. The Trolls will make a last stand here if hard pressed, though one will flee back to the main stronghold.

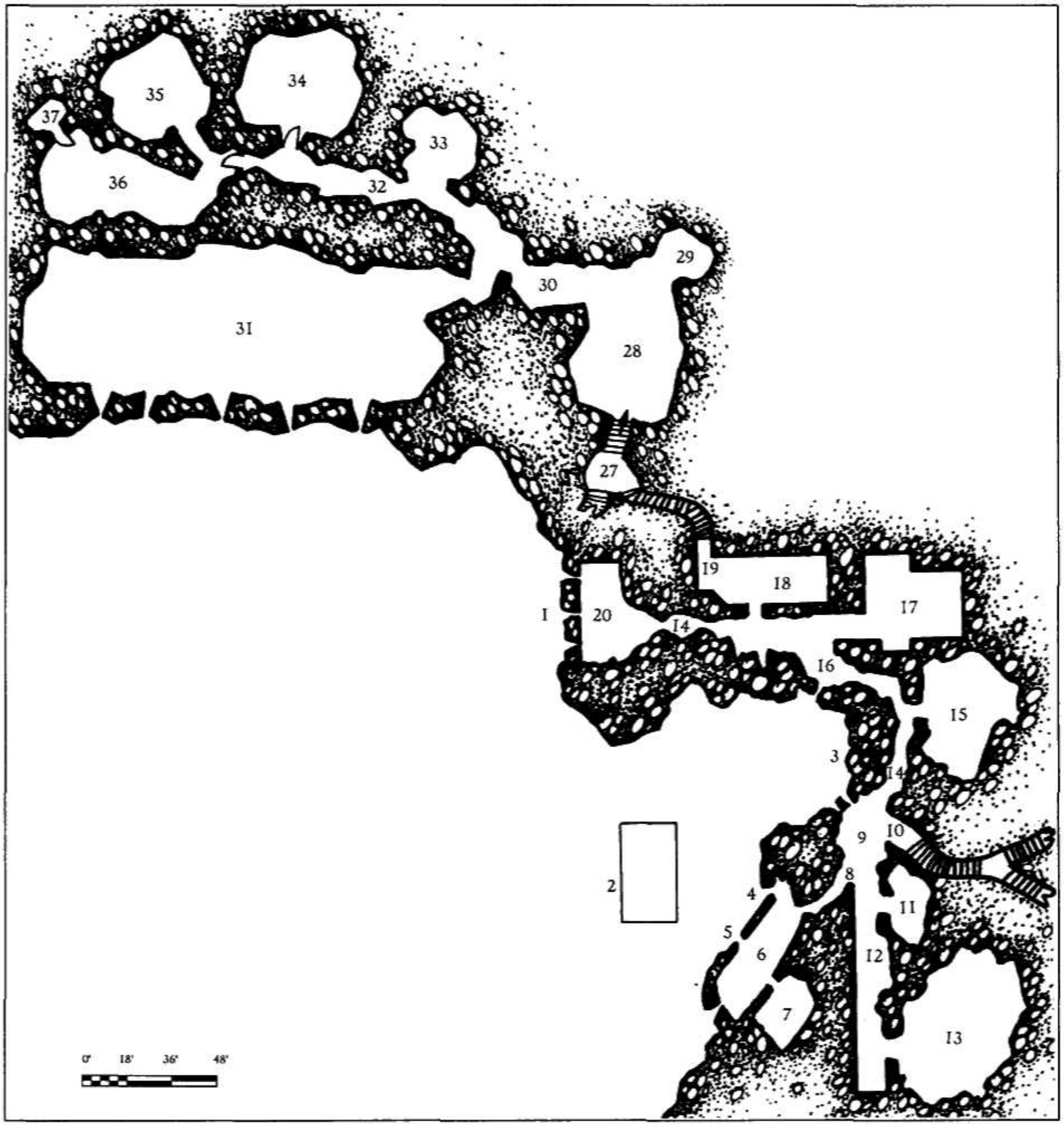
Creb Durga, Troll Lair



7. Pit. It appears to be the Trolls' cesspool. The disguise is quite effective, and this should discourage the inquisitive from climbing down to discover the passage that leads back to the Old Well at #10 above and thence back to the real lair.

Warlord's Lair: Main Level

1. Arrow Slits. Three well concealed arrow slits command the main path up the lair.
2. Stone Table. Its original purpose is unknown, but the Warlord has been using it for mannish sacrifices. The flayed corpses of two foragers have been left on the table.
3. False Door. A large wooden door has been convincingly worked into the rock face. It is locked, Hard (-10), only solid rock, and a *Symbol of Agony* waits behind it. Those viewing the symbol resist a 5th level attack or take an "A" electrical crit each round for 1-10 rds. Damage is internal, mainly to nerves; ignore tissue damage and bleeding.
4. Entrance. Cunningly set behind a narrow fissure in the rock. The iron reinforced door is barred from the inside which makes it Sheer Folly (-50) to open,
5. Small Door. Only about 4' high, this entry could not serve the Trolls so the Warlord has had it barred and stones piled behind it. He has tested it and none of his guards can batter it down in five tries, so magic is probably the only means to gain a quick entrance here.
6. Parlor. One bodyguard stands watch, and there is an arrow slit overlooking the left flank of the lair.
7. Obirt the Healer's Room. It is quite tidy for a Troll's domicile. Many useful herbs (determine randomly) are kept in his trunk. The trunk is not locked, but displays a *Symbol of Major Pain* inside the lid.
8. Passage. Easily held by one Troll.
9. Central Hall. Two arrow slits. Off-duty Trolls often roll the bones here.
10. Stairs. Descend to the lower level (left passage) and the Orc caves (#12 in Section 14.3.1).
11. Secret Room. The door is Very Hard (-20) to find, but it does not lock. Alcoholic beverages are stored here.
12. Hallway.
13. Large Cave. Eight of the Bodyguards reside here, and it is consequently filthy. Two will usually be present.
14. Passage. Easily held by one Troll.
15. Agin's and Ognor's Cave. The door is not locked, but is trapped with a needle armed with silmaana in the door knob, Very Hard (-20), and a bucket of nightsoil on the lintel, also Very Hard. (Agin is repaying one of Ognor's practical jokes.) Neither of the Troll leaders will be in the room.
16. Crevice. Where the passage widens, there is a crevice looking over the stone table. Too small for the Trolls, but large enough for a lithe human, the crevice has been fitted with thirty outward angled nails smeared with silmaana. It will be a maneuver of Absurd (-70) to avoid the nails for all but the extremely lithe and agile.



Warlord's Lair: main level

17. Barracks. Five of the bodyguards reside here; generally similar to the large cave described above (#13).

18. Barracks. Three Trolls live here. Door as at #4.

19. Narrow Stairs. Ascend to the top level.

20. Guardroom. Two Trolls on duty.

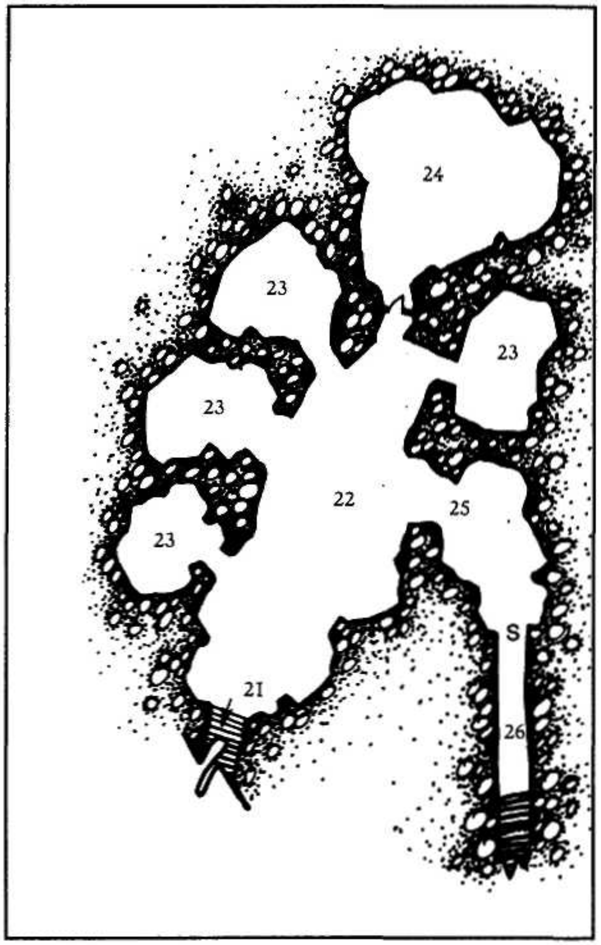
WARLORD'S LAIR: LOWER LEVEL

21. Stairs. Descending from (#10) above.

22. Cavern. The cavern roof is somewhat low (-5) for the Trolls, and therefore the cave is little used.

23. Storage Caves. The Warlock has provisions for several months, some of reasonably high quality. There are 1-4 slaves bunked in each storage cave. One room holds Orcs, another humans. The Orcs are nervous—terrified of walking about the lair. They cloak themselves while working, but they know it's just a matter of time until they attract the Warlord's attention long enough to trigger his homicidal urges. They pretend not to notice any activity in the caves, unless an opportunity to escape arrives. The humans are half-crazed and nearly as demoralized as the Orcs; there is only a 30% chance that one of them will make a rational response to an order or suggestion from a rescuer.

24. Saggo's Room. The leader of the Troll guard has violent nightmares, and so he lives apart. The door is not locked or trapped. Rather reclusive, the big Troll is likely to be in his room.



Warlord's Lair: lower level

25. Curing Room. Two battered, but living, foragers are shackled amid the butchered remains of the rest of their fellows. Both drift in and out of consciousness; it is not likely (25% chance) that either will be aware of the secret passage (#26). 1-4 Trolls are likely to be amusing themselves with the prisoners, including the Troll who is supposed to be guarding the secret passage.
26. Secret Passage. Connects to the lookout post (see *Terrain Surrounding Creb Durga,* #15). Both ends of the passage possess secret doors, Extremely Hard (-30) to find, but not trapped or locked.

Warlord's Lair: Top Level

27. Landing. Stairs ascend from from the main level (#19). From this junction, it is only a ten second dash to the secret exit by the well (see *Terrain Surrounding Creb Durga,* #10.) There are crevices in the ceiling along this tunnel, as there are in all of the unworked tunnels in the area. One of these crevices is the escape chute from the Warlord's bedroom (#36).
28. Small Cave. Unlit.
29. Guard Station. Ardagor has emplaced a permanent *Shadow* spell to conceal the guard better.
30. Passageway.
31. Large Cave. Overlooks the stone table (see *Terrain Surrounding Creb Durga,* #13). It is provided with numerous arrow slits, but not manned (Trolled) except in emergencies. The Trolls have set up a game of bowls here. There are nine Hobbit-sized wooden pins arranged at either end of the chamber, all carved in the likenesses of Men and Dwarves. Wooden balls the size of mannish heads are, in fact, engraved with the faces of Kings of Arthedain and Cardolan; the likeness are rather obviously taken from coins.
32. Narrow Corridor. Two mannish slaves, Aegach and Mirim, both quite mad, bunk here. They personally tend to the Warlord's needs and are trusted because they are so broken in spirit. They communicate by whining, and their eyes never leave the ground; in spite of this, they are quite efficient servants and will obey orders from anyone,

> **GM Note:** *Aegach, the male servant, is a middle-aged Variag who was brought here by Ardagor all the way from Carn Dûm. He has a split personality, and the part of his mind that is hidden may reveal itself over time, if he is treated with kindness. If the Angmarim ever learn that he has independence concealed in his heart, they will send an army of assassins to slay Aegach. His secret personality is intelligent and has an excellent memory. He knows much of the layout of Carn Dûm, and more importantly, he knows that the Witch-king spends certain months of the year away from the fortress, as well as how many bodyguards and how much supply leaves Carn Dûm with him. He might even approximate the path through the mountains taken by the Lord of the Nazgûl on these secret journeys. These bits of knowledge are capable of bringing about the Witch-king's destruction, if they are properly used.*

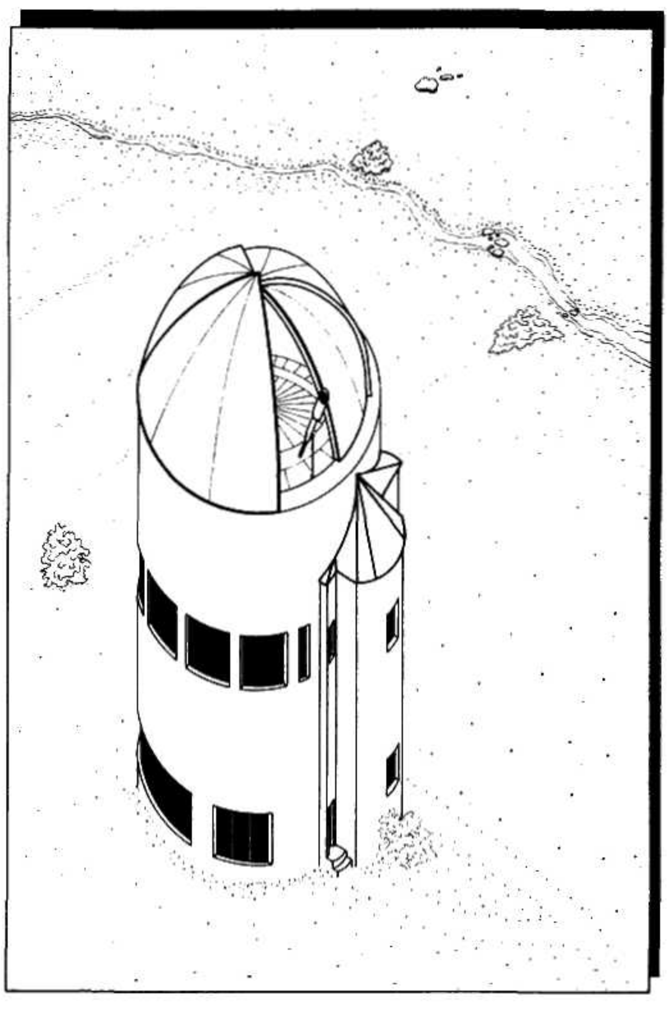
33. Guard Station. As above (#29), except a Troll is only stationed when the Warlord occupies his suite.
34. Warlord's Office and Conference Room. Numerous high-quality maps that contrast the rather crude wooden furnishings. The door is similar to that at the entrance to the lair (#4).
35. Warlord's Den. Ardagor relaxes here, which often means that he indulges his visceral hatred of Orcs. He has a collection of 32 Orc skulls and various instruments for his amusement.
36. Warlord's Bedroom. The door to his private suite is iron, and barred on the inside (Sheer Folly, -50, to force open); it has a needle trap loaded with uranna. Very Hard (-20) to detect and disarm. The bedroom is furnished with surprising taste and elegance with loot taken from ail over Cardolan, If carefully carried off, the furnishings could be worth 2-300 gp.

There is a trap door under the large, decorative bed, not visible unless the bed is moved. It opens into a crevice that acts as a escape chute into the tunnel leading from the junction at #27 to the well on the west side of the hill (14.3.2, #12).

37. Warlord's Treasury. The vault door is Sheer Folly to discern (-50), but its lock is only Medium (+0); it also possesses a needle trap in both hinges as that in the Warlord's bedroom (#36). The real danger are the 6 *Runes of Agony* within that are Absurd (-70) to avoid. There are also 62 sheets of unused rune paper within, and two large leather sacks containing 813 and 779 gp respectively. A leather case holds a thorough selection of healing herbs, and a platinum and diamond necklace.

14.4 MALBORN HIGH: THE SEER'S OBSERVATORY

Visible from the town of Fornost, yet some distance beyond, the observatory stands atop a hill to snare the least distorted view possible of the stars. A slender tower of translucent, white stone capped with a sectioned dome of steel, its polished surface blinds under the hard brilliance of sunlight, but comes gently alive to bewitch and captivate under the softer rays of stars and moon. An dirt path travels through the herbs, mosses, and grass carpeting the hills to connect the tower with the city.



The interior of the tower is lit by numerous oil lamps, elegant vessels of richly wrought metals resting on side tables or bracketed to the walls. Small perfumed braziers bring warmth to the rooms. Ornately worked steel strengthens the locks of the polished oak doors (all interior doors are secured by Very Hard, -20, locks unless otherwise stated). Steel shutters, recessed into the stone walls above the windows, roll down to protect the fragile glass in the event of attack.

First Floor

1. Main Entry. Two broad, stone steps lead up to double, iron-bound doors. An Extremely Hard (-30) lock secures them against intruders by extending the steel rods sheathed within each door into matching sockets in the threshold and lintel. Should the lock be unsuccessfully picked, an Extremely Hard (-30) spike trap skewers anyone standing (or kneeling, sitting, etc.) on the steps. Hundreds of stiletto-thin, very sharp 6" spikes spring from the stone concealing them to pierce the feet, knees, or other available anatomy of their victim (5-15 strikes on the dagger table at +25 OB), liberally dispensing the poison (seregmor) with which they are coated.

2. Subsidiary Entry. Less generous steps ascend to a single, iron-bound, door locked and trapped like the main entry.

3. Entry Hall. A semi-circular space, elegantly tiled in slate with rich, bright tapestries hung from the stone walls. A spiral stair, partially enclosed, ascends to the library. An arched doorway, opposite, gives access to the chambers at ground level.

4. Central Hall. A simple, circular chamber topped by a shallow dome. Mosaics covering the floor depict intricate arrangements of local flora. Mosaics adorning the dome portray the stars shining through the pastels of dawn or dusk. By applying pressure to a specific sequence (Absurd, -70, to deduce) of floor tiles in the adjoining hall, a spell trap is disarmed or armed. When armed, any person entering the chamber will be subjected to 3-10 *Shock Bolts* delivered by the mosaic stars,

5. Dining Hall. A thick carpet hides most of the elaborate parquetry of the floor. Ornate furniture weighs upon both to provide a luxurious atmosphere for dining. Heavy drapes cover the paneled walls during the day and shield the windows at night. This wall of glass is composed of tall, thin panes (each a sandwich of two layers of glass separated by air), wrapped by a steel frame. Hinges and locks bring the outdoors in or secure the interior against it.

Seer's Observatory

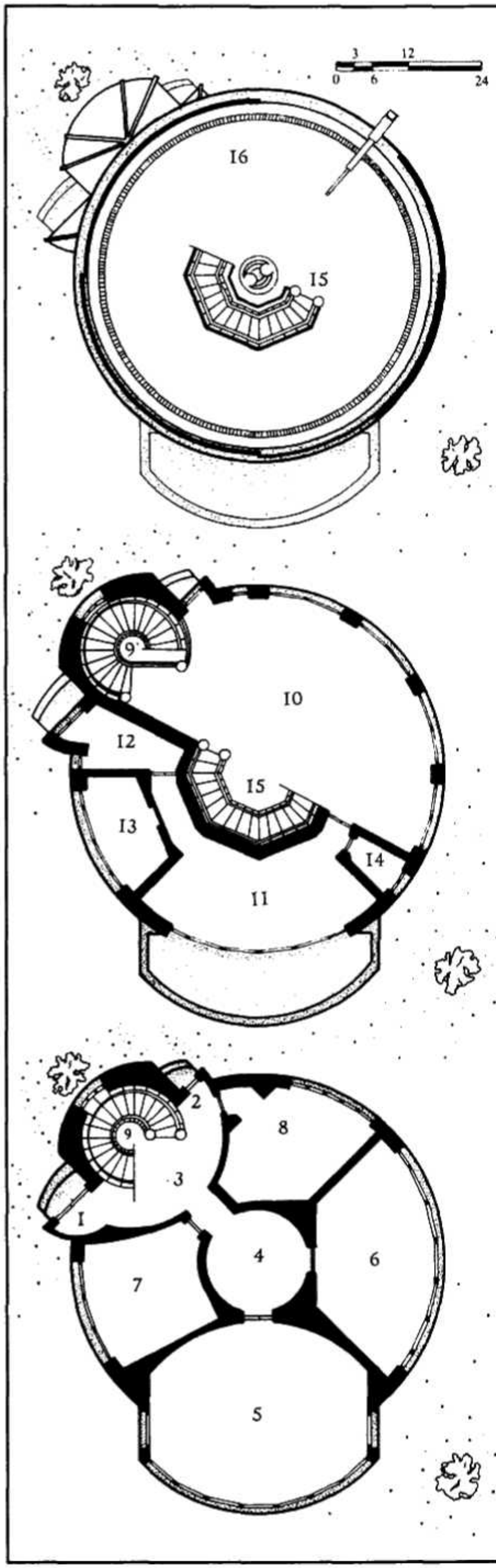
6. Sitting Room. A scattering of area rugs reveals more of the gleaming wood floor. Comfortable furnishings encourage relaxation and enjoyment. Windows similar to those in the dining hall, a feature found throughout the entire tower, provide a view to the outside.
7. Kitchen. Light, airy, and conducive to producing magnificent, lavish feasts.
8. Servants' Quarters. Comfortable, attractive living space for the couple who provide the amenities of housekeeping and cooking for the Seer. The discerning might note that the garb worn by these servants, loose trousers and a short kimono, is somewhat unusual for their station. In fact, both are trained Warrior Monks (Lvl 6), possessing considerable personal loyalty to Malborn,
9. Spiral Stair. Slabs of marble cantilevered out from the wall comprise the treads of the stair. Polished steel bannisters provide handholds. A large sphere of crystal punctuates the beginning and end of each bannister. These spheres are keyed to the identities of the Seer and his two servants, arming an Extremely Hard (-30) spike trap when anyone else (unaccompanied by these persons) passes between the spheres to ascend or descend the stairs. When the trap is armed, a horizontal spike springs out from the wall heart height above each step as weight is placed upon it, delivering a "C" puncture critical to anyone in its path. When weight is removed from the step, the spike retracts, ready to strike again.

Second Floor

10. Library. The aforementioned spiral stair ends in the lush carpeting of the library. Clusters of bookshelves, weighted with valued books from Númenor and Eriador, occupy the many-windowed room, Reading chairs with additional oil lamps fill in remaining spaces. Along the inner wall, a narrow stair connects the second floor to the third and topmost floor. Beyond the stair, double doors lead into the Seer's private chambers.
11. Bedroom. A well-appointed room with glass doors opening onto the outdoor terrace, A massive canopied bed dominates much of the space. At its foot, a generously carved wooden chest holds valuables (lock, Sheer Folly, -50)

- — 125 gold pieces
- — +15 dagger, all weapons carried by wielder are rendered invisible 1x/day (+20 first strike)
- — +10 dagger, confers *Illusionsight* upon wielder 3x/day
- — +20 dagger, +10 to wielder's ambush skill level
- — +5 dagger, allows wielder to reverse spells 5x/day
- — 5 matched rubies, 50 gp each

12. Bathroom. Black marble fixtures. Sophisticated facilities.



13. Study. A secret door (Very Hard, -20, to find) provides access to the room. Locked cabinets with glass doors and a huge desk occupy this hidden inner sanctum. Stored in the desk is some personal correspondence as well as incomplete floorplans of the Royal Library at Annúminas, Each drawer is secured by a Very Hard (-20) lock and an Extremely Hard (-30) poison needle trap. The unfortunate who sets off the trap receives a heavy dose of ancalthur. One of the cabinets (double locked, both Extremely Hard, -30) holds four broadswords:

— +25, of sharpness
— +15 detects *Detections* continually
— +*15, Chill Metal* 5x/day
— +20, gives wielder first strike in melee.

A second cabinet holds rare, but non-magical books (secured by one Extremely Hard, -30, lock). Within the last cabinet, locked and trapped (both Sheer Folly, -50) are six spell texts and six rune books. The trap is a spell trap affecting all present in the room if an attempt to pick the cabinet lock is unsuccessful. All failing to save suffer a *Mind Blank* lasting 5 hours. The spell texts within describe in detail the base lists for Seers. The rune books contain runes for each of the spells on these lists. Each rune may be used only once.

14. Closet. Malborn's extensive and expensive wardrobe **is stored in this room**

15. Stair to Third Floor. An arrangement similar to that described for the spiral stair (#9) arms the trap guarding this stairway. When triggered, individuals reaching the middle of the stair must save vs. a *Spin* spell while, simultaneously, the treads retract into the wall, the unfortunate falls onto a bed of spikes springing from the floor to deliver 5-10 "C" puncture criticals. The spikes retract, and the treads re-appear, re-arming the trap to inconvenience the next intruder.

Third Floor

16. Observatory. This chamber occupies the entire third floor. Around its perimeter, a steel track guides the telescope (with its adjustable chair) employed by the Seer to gaze at the stars. Topping the low peripheral wall, several steel tracks contain the four sections of the great domed roof. Each section may be rotated until the proper portion of the night sky is revealed for study. The dome may be sealed completely during inclement weather or attack. At the center of the room, embedded in a marble dais rising I' from the marble floor, gleams the mithril cradle for a Palantir. A fan-shaped mesh of superb craftsmanship, it is worthy of attention and admiration by itself, which is fortunate since it remains empty.

14.5 THE ROYAL LIBRARY AT ANNÚMINAS

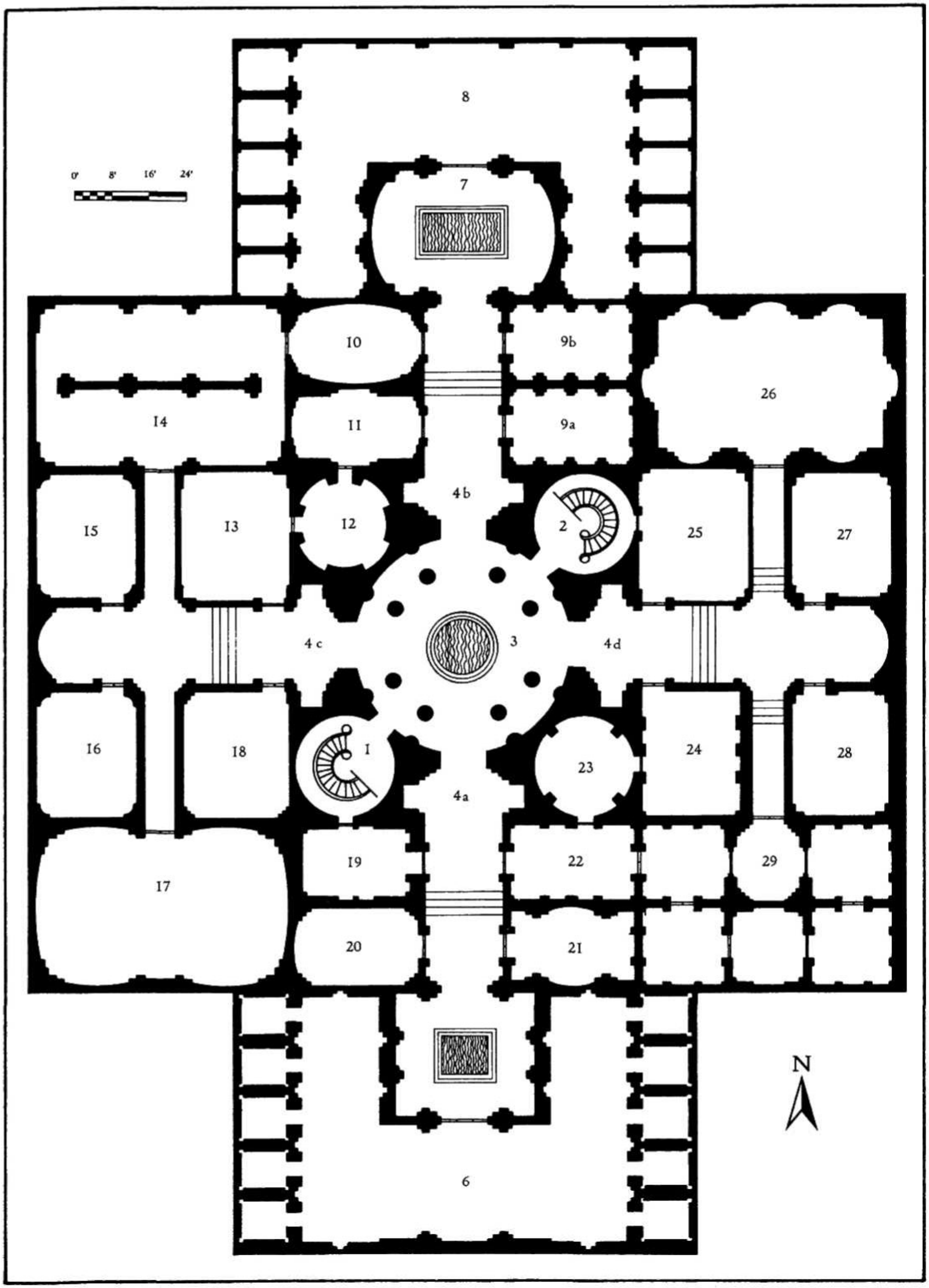
A vast pile of carved marbles, quarried stone, and worked the metals, the physical structure of the Royal Library once rivaled the value of the knowledge stored within. In the days since the capital was moved to Fornost Erain and Annúminas abandoned, its crumbling walls and fallen pillars evoke little save memory and grief. The grandeur of the towers, the buttresses, and the extensive halls has fallen into ruins overgrown by brambles, mosses, and grass. One precious floor beneath the earth has survived the pillage of Orcs, outlawry, and time. A small fraction of the original collection of tomes, scrolls, and artifacts remains intact within the fastness of this concealed stronghold.

The trampling of Cardolan and the fall of the Tower of Amon Sûl provided an insufficient, yet crucial warning to the forces in Annúminas of the carnage to come. The city would fall, yet time remained to salvage a few treasures from the wreck. The most valued records and documents were removed from their ordered resting places to occupy the largely vacant shelves of the buried lowest floor of the library. Hasty but deadly traps were contrived and armed to protect the wealth so carelessly assembled. Then these last, brave, hopeless men turned to fight and fall to the hordes of the Witch-king.

GM Note: *The library has the following defense against protracted fire: on the first round after a fire is set, cool white smoke pours out of all stone surfaces within a 10' radius, damping all flame in the area. By the end of a second round, a layer of the smoke will have accumulated on the floor to a depth of 1' and all fires will flicker and die. Any breathing creature within the area of damping will lose 11-20 points of Strength and Constitution due to suffocation this round and on any ensuing rounds. If the victim is on the floor, where the smoke is dense enough to be fully visible, he loses the maximum of 20 points each round. The round after the fires go out, the cool smoke begins to be reabsorbed into the walls. This process takes 1-5 rounds, and suffocation damage may be halved, quartered, etc, as the reabsorption continues and the air becomes breathable again.*

The Buried Lowest Floor

I. Entry Stair. A massive staircase of white marble winds down into a sunken circular chamber constructed from the same material. No roof shelters the stone, and tangled vines grow from between cracked paving. The foundation of the stair has been deliberately weakened, and the entire structure will collapse if more than the weight of three men is placed upon it. Any falling with the stair are subject to 3-6 "D" crush criticals. This trap is Very Hard (-20) to detect and Sheer Folly (-50) to disarm. Any intruders reaching the floor are immediately incinerated by the Fireball set off by their presence in the room. Double doors on the west wall (lock: Sheer Folly, -50) lead into the White Room (#19).


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6

2. Entry Stair. Identical to the chamber described above, except that the stair is no longer intact. The weight of more than three men on the floor will cause the walls to cave in, burying those present in the room while delivering 3-7 "D" crush criticals to each (Extremely Hard, -30, to detect and Sheer Folly, -50, to disarm). Double doors on the south wall (lock: Absurd, -70) open into the Chamber of Veils (#25).

3. Central Dome. Archways from both entry stair chambers provide access to this magnificent vault. No doors impede passage into it, but portculli (weighing over a ton) are poised to crash down should anyone pass under the arches, delivering 2-5 "C" puncture criticals to those pinned beneath. (Medium, -0, to detect and Extremely Hard, -30, to disarm.) Black marble clothes the columns, walls, and dome of this underground space. Mithril gilds the cornices and the capitals of the columns and traces the outline of fantastic beasts in the shadows of the dome. A pool, once a fountain, displays a naked youth frozen in the triumph of an athletic victory. At his marble feet, the stilled waters remain strangely clear. (Rûthin renders the liquid crystalline and poisonous to the imbiber.) All of this wealth remains unseen since the twisted brackets wrought for jeweled lanterns are empty.

4. Hallways. Four great halls of silver-veined white marble flow away from the central dome. Ornate pilasters, elaborate pointed arches, and graceful statuary adorn their echoing lengths. Pointed vaults, textured by marble vines, resist the mass of earth sleeping above. Yet darkness dulls the luster of the polished stone. The light bathing the East and West Gardens has no foothold elsewhere.

a. West Hall. Four statues, distributed in the niches of the hall, appear to be men garbed in full plate armor. Each carries a greatsword. They are actually golems who will attack anyone entering the hall, ceasing only when destroyed.

b.East Hall. The entire area following the three descending steps is inscribed with a rune affecting only those who intend to damage or steal portions of the library. Individuals in this category must save vs. a *Fear* spell or go running back the way they came.

c. North Hall. All individuals entering this hall must save vs. a *Hallucination* spell. Those who fail to save must vanquish their imaginary foe before proceeding further.

d.South Hall. Each individual entering the hall sets off a *Whirlwind* that lasts for 10 rounds, injuring any lingering in or passing through its area of effect.

5. West Garden. Blue marble pilasters stretch up to support a sculptured frieze of the same material. Springing from the upraised arms of the dancers portrayed, an arching skylight of broken glass allows the filtered rays of sun or moon to illuminate the alabaster walls. Rainwater, captured by a discolored marble basin, gilds the stone limbs of two nymphs cavorting in the memory of fountain spray. Prolific greenery has overflowed its stone urns to flood the courtyard. Anyone moving across the area is subject to 6-12 attacks on the grapple table by this entangling foliage. Prolonged occupation of the area invites further entanglement.

6. The Blue Vault. Three massive stone doors guard the way into this chamber. Carved in bas relief upon them is a map of Númenor. The middle and the right doors have fallen from their hinges, irreparably skewing the map, and immovably blocking the way. The left door still functions, but is locked (Extremely Hard, -30) and trapped (Sheer Folly, -50). Setting off the trap requires all within the adjacent garden to save vs. *FireNerves.* Behind the doors lies a chiseled vault of blue porphyry. Receding moldings, carved into the walls, ornament and structure the space. Small reading rooms, furnished comfortably with expensive tables and chairs (the lamps are missing), open off of the north and south walls. Originally, thousands of tomes resided in this vault. Time has leeched most of them from their haven, yet a fraction remain to safely gather dust. Pressed between covers of ivory, leather, or jade, the gilded pages recount the lore of Númenor, its geography, its peoples, their customs and history.

7. East Garden. Jade pillars climb jade walls to thrust at the sky, visible through the broken panes of the skylight. A reflecting pool, filled with rainwater and lilies, sketchily mirrors the green splendor surrounding it. Pale ferns, contained within their jade urns, emit noxious fumes. All entering the garden must save vs. poison or succumb to slumber lasting 6-12 hours.

8. The Rose Vault. Three heavy stone doors guard the threshold of this chamber. A carved jungle of foliage adorns their surfaces. They are not trapped, but the correct sequence of inanimate leaves and petals must be identified and touched to unlock them (Absurd, -100). Within, pale wine porphyry fountains from the polished floor in pilasters and buttresses to tint the high, corbelled arches of the ceiling. Herblore, detailing the cultivation, harvest, and medicinal use of these magical plants, reposes within the tomes housed in this vault and the adjacent reading rooms.

9. The Oak Libraries. A pair of chambers paneled entirely in oak. Each is secured by coffered oak doors, double locked (Very Hard, -20) against invaders.

a. The books in this room explore the evolutionary development of the beasts and monsters of Middle-earth. Their various physical and magical characteristics and abilities are also enlarged upon.

b. The ecological and environmental aspects of animal life are treated in the texts in this room.

10. The Oval Room. Double oak doors (lock: Sheer Folly, -50) sparkle with sapphires inset to form a rune. *Inner Thoughts.* Those failing to save, upon learning their comrades' true intentions, may well fall to quarreling if self-interest is the primary motivator. Within the room, pale cream stone undulates in frozen waves around the walls and skims the curved ceiling. The lore of Seers dwells in the books here: histories of famous people, who invented or extended the spell lists; detailed instructions concerning specific spells; and a rune book, containing runes for each spell found on the Seer base lists. Opposite the double oak doors stands another set (lock: Absurd, -70) providing entry to the Gallery of Mirrors (#14).

11. The Green Room. Emeralds trace a rune in the double doors (lock: Extremely Hard, -30) requiring viewers to save vs. *Blinding.* Smooth walls, interrupted by niches and clad in green porphyry, give the room its name. The books contain Animist lore, including a rune book with runes for each spell on the Animist base lists. Locked doors (absurd, -70) on the west wall open on the Indigo Dome (#12).

12. The Indigo Dome. A crystalline dome, deep blue in tint, rests upon worked mithril walls. Astrologer lore fills the books, including a set of Astrologer runes. The northern doors are faced in mithril, and locked (Absurd, -70).

13. Chamber of Mystery. An amethystine rune, *Fumble,* adorns the doors onto the North Hall. They are also locked (Sheer Folly, -50). Purple stone inlaid with white wood ornaments all surfaces. The chamber's books contain the lore, spells, and runes of Mystics.

14. The Gallery of Mirrors. Two runes ornament these black, iron doors: *Limb Pain* and *Break Limb.* An Absurd (-70) lock further secures them. Inside, every surface of the room is covered with mirrors. Even the books are bound with mirrored covers, making identification of subject material difficult. Over half display a rune from the Mind Destruction or Flesh Destruction lists on the title page, to distress incautious readers. Among these is a book of runes, including all of the spells from the Sorcerer base lists, for use against the enemies of its finder.

15. The Gray Room. The doors are secured by a *True Lock.* Inside, slate floors and granite walls are softened by gray velvet hangings. Leather-bound books preserve obscure and unique facets of Alchemist lores.

16. The Red Room. Two swords are carved in the lintel over the stone doors (lock: Extremely Hard, -20). Tapestries portraying sheets of flame hang from the walls. The books, bound in gold-plated iron, preserve weapon lore on their brilliantly illuminated pages.

17. Chamber of Serpents. Large stone snakes circle the pillars on each side of the doors. They come to life and attack anyone attempting to pick the locks (Very Hard, -20) or to force the doors open. Bookshelves, set into the walls, hold tomes containing medicinal lore; remedies and procedures for disease, injury, poisoning, and innumerable other difficulties are detailed therein. The carved stone ceiling appears to seethe with a mass of entangled serpents. Mosaics on the floor mirror them, adding color to the undulations.

18. Chamber of Dancers. Mosaics inlaid on the ceiling portray Númenóreans swaying in a circle dance. Shelves hold books documenting the customs, dances, and rituals preserved in the folklore of Eriador, The double oak doors onto the North Hall (#4c) have been forced open, and many books have been stolen or destroyed.

19. The White Room. White marble statuary occupies the shallow niches placed around the ivory chamber. Porcelain bookshelves hold tomes of stone lore. Many types of stone are listed, and the methods employed to work it are exhaustively described. The double doors onto the West Hall (#4a) are carved of marble, portraying a procession in bas relief on their surfaces (lock: Sheer Folly, -50).

20. The Crystal Chamber. White marble veined by traceries of gemstones lines the interior of the room. Books, bound in pearl-studded covers, record the intricacies of gem lore. Marble doors protect the chamber (lock: Extremely Hard, -30).

21. Chamber of the Sun. A crystal globe, golden and scintillating, set into the ceiling with topaz rays reaching for the corners gives the room its name. Illustrated books explain the nature of earth lore, dwelling especially on the movement of continental masses and their possible locations far into the future. Oak doors secure the chamber (lock: Very Hard,-20).

22. The Ice Chamber. Hewn of bluish-white translucent stone, the documents stored here are bound within the same substance. Catalogued on unadorned pages are the locations and characteristics of every star observed during the past millennium. The double doors on the south wall lead into the Galleries of the West (#29) and those on the east wall lead into the Star Dome (#23). Both are locked (Sheer Folly, -50) and subject those who meddle unsuccessfully with the lock to a *Shock Boh.*

23. The Star Dome. All surfaces are faced in blue-black stone. The dome is encrusted with thousands of large, clear gems. A fraction, whose identity varies over time, glow to represent the star configurations in the sky, moment by moment. The stone doors to the west and south are locked (Sheer Folly, -50). This is one of the few chambers in which one can see without bringing a light source, the artificial stars providing soft illumination.
24. The Chamber of Silence. The floor is thickly carpeted in blood red, and the walls and ceiling are covered with sponge baffles that swallow sounds almost before they are born. The bookshelves are covered in scarlet quilting and hold books describing the history and mechanics of lens-grinding as it was practised in assembling the great telescopes through which the learned observed the stars. Crimson stone doors guard the chamber (lock; Very Hard, -20).
25. The Chamber of Veils. Aquamarines, flowing in abstract curves, spangle gossamer veils that screen creamy stone walls. Leather-bound books, brightly illuminated and illustrated, reveal the lore of the sea and its creatures. Locked stone doors on the north wall lead to an entry stair (#2). Similar doors connect to the South Hall (#4d),
26. The Chamber of Clouds. Three steps in a side hall leading to double oak doors connect the South Hall (#4d) with this chamber. (The lock is Very Hard, -20; setting off the trap requires all in the sidehall to save vs. *Forgetting Song,* with the immediately previous hour as the time period remembered as "now.") Oak paneling and shelves cover the walls, A painting of clouds supporting fantastic castles occupies the ceiling. Page upon page of music preserves the songs and ballads of Arnor.
27. Chamber of Trees. The walls and ceiling are carved to represent a glade in the forest. Racks in the center hold detailed political and geographical maps of Arnor. Oak doors secure the room (lock: Extremely Hard, -30).
28. The Silver Room. A mirrored dome distorts all below in its concave surface. Black wood, engraved with silver, supports racks of geographical maps of all Middle-earth. Black wood doors connect the room to the South (#4d) Hall (lock: Extremely Hard, -30). Picking the lock unsuccessfully sets off a Mind Attack: *Shock C,* directed at the individual fiddling with the lock.
29. Galleries of the West. Three steps initiate a sidehall leading up to double mithril doors. They are locked (Extremely Hard, -30), and those who meddle with the lock unsuccessfully are subjected to a Channels: *Holy Shout.* The author of the trap was a religious man possessing considerable awe and reverence for the Valar, Such persons remain unaffected by the shout. Beyond the doors lie a series of connecting chambers. Patterns of blond wood cover the floors and walls. Elaborate scrollwork and engraved mithril further beautify the rooms. The doors dividing the galleries swing freely on their hinges, unlocked. The books, resting within the shelved walls, carry the lore of Aman. Tales such as the *Ainulindalë* and the *Quenta Silmarillcn,* as well as accounts from Elvish travelers, reside between the covers of precious wood.

14.6 DONGORATH'S HOLD

The hold lies on the edge of a sparsely wooded fell in an isolated region along the Rammas Formen (S. "North Wall"). The enclosure itself was built around what was originally a stone house and outbuildings. The main house with its affixed tower once comprised the entire hold, but the growth of the outlaw band demanded larger quarters. In years past, they were occupied by as many as 15-20 men, but fewer now pass between the walls. When first enlarged, the two towers were raised and connected by a thick stone wall. A similar wall joins the north tower and stable. Across the rear, which is protected in the main by the steep fell itself, two outbuildings are connected by a rough log wall.

1. Main House. The main house is a curious mixture of opulence and disrepair. The house measures 20' X 27' and is two stones high (just over 20'). It boasts 4' thick exterior stone walls, making it particularly effective as both quarters and keep. Entrance is gained through a large wooden door on the side opposite the tower. Secured with a lock of Medium (-0) difficulty, this heavy door is also barred with a beam during the night.

The downstairs holds the kitchen and eating area, which is also used as a meeting room. A huge wooden table surrounded by 10 short stumps dominates the center. A large box beneath the table holds a comprehensive collection of maps of the region. One of the stumps is hollow and contains a leather pouch of unset gems worth 145 gp. Hooks on all walls hang heavy with thick outer garments and fighting gear.

Two 2' X 2' windows (one looking towards the main gate, the other towards the south tower) have years since been blocked with 1/2" iron bars. Each wall is supplied with two firing portals; narrow slits which widen to the outside. The fireplace is often stoked to blazing to counteract the freezing drafts. Just to the right of the door hangs what appears to be a well-crafted long sword encased in a scabbard of studded leather. Its weight pulls on a single wooden peg. When lifted from this peg, which is actually a lever, a 4' X 4' trap opens immediately underneath, dropping the hapless victim into a 10' pit, the bottom of which is lined with ten 2' spikes (victim takes one to ten +75 broadsword attacks). To retrieve the sword, the peg must be held down as it is removed. Slipping it from the safety of its snug case reveals a fierce blade 5 inches long, broken in battle long before recent memory (it remains equivalent to a +15 short sword).

The upstairs is reached via a narrow stair. Pressure on the bottom step sets a trap halfway up. A force of over 50 lbs, causes a section of 4 steps to collapse under pressure into a dusty closet used for storing hunting spears and halberds, all of which have their sharpened ends pointing skyward (victim receives one to ten +100 pole arm attacks). The second floor holds the sleeping quarters. Really just one large room, small wooden partitions enclose the men's private areas. Some are supplied with

cots, others sleep on the floor using layers of blankets and fur. This floor is well supplied with firing portals. In fact, the building can be easily defended should an enemy seize the enclosure. The upstairs is a gold mine of useful clothing and equipment. A chest in the far corner holds:

— very fine broadsword (+10)
— a pair of boots insulated against the North (+20 to RRs vs. cold)
— a set of throwing daggers (+5; no range penalty)
— 4 bottles of thick, foul-smelling, intoxicating liquor

A carefully organized sleeping compartment promises riches, but with any weight at all deposits the unwary onto a food preparation counter in the kitchen area downstairs. This particular table is always well laid with cutlery.

The attached tower rises 5' above the slate roof of the main house. Each of the two levels above the ground is floored with wood. A narrow ladder is the only means of reaching the top. The two bottom levels can be entered from the corresponding house levels. Adventurers wishing to reach the top of the tower must be wary of the second level. The boards here are rotted and will not support more than 50 lbs. of weight. Entering the tower on the second level will necessitate a Medium (-0) maneuver—a jump of 2' to the ladder. In order to provide for escape, a small crawl tunnel from the inside of this tower runs *in* a southeasterly direction to the clump of trees 50' away. From the tower top, the slate roof is an easy jump away. From there the roof of the shed is a 12' drop. Succeeding at this, one spies the ground only 9' away.

2. The North Tower. The north tower (see illustration) houses the main entrance to the hold. Its strong wooden door is always barred with a heavy beam; brute strength alone will not force this portal. Inside, a strong metal gate leads to the courtyard. This passage is held tight with a lock of Hard (-10) difficulty. A foot and a half wide wooden stair climbs to the second story. The center of the floor features a gaping hole. A large pile of rocks rests ready to fly onto the heads of unwelcome visitors. Careful examination of this pile will reveal a buried wooden box holding gold coins worth 255 gp.

3. The South Tower. The south tower is of similar construction. The second level holds three firing slits, one aims out across the outside of the log wall towards the storage shed. A ladder, the only means of reaching the top levels, rises through openings cut out of the floor boards.

4. The Stable. The stable measures 25' X 15' and can hold 10 horses. Two 2' X 3' windows face north. These are both 8' off the ground and are shut with Routine (+10) locks after dark. The large doorway is in the center of the short side facing the enclosure. In the center stall against the inside wall will be found:

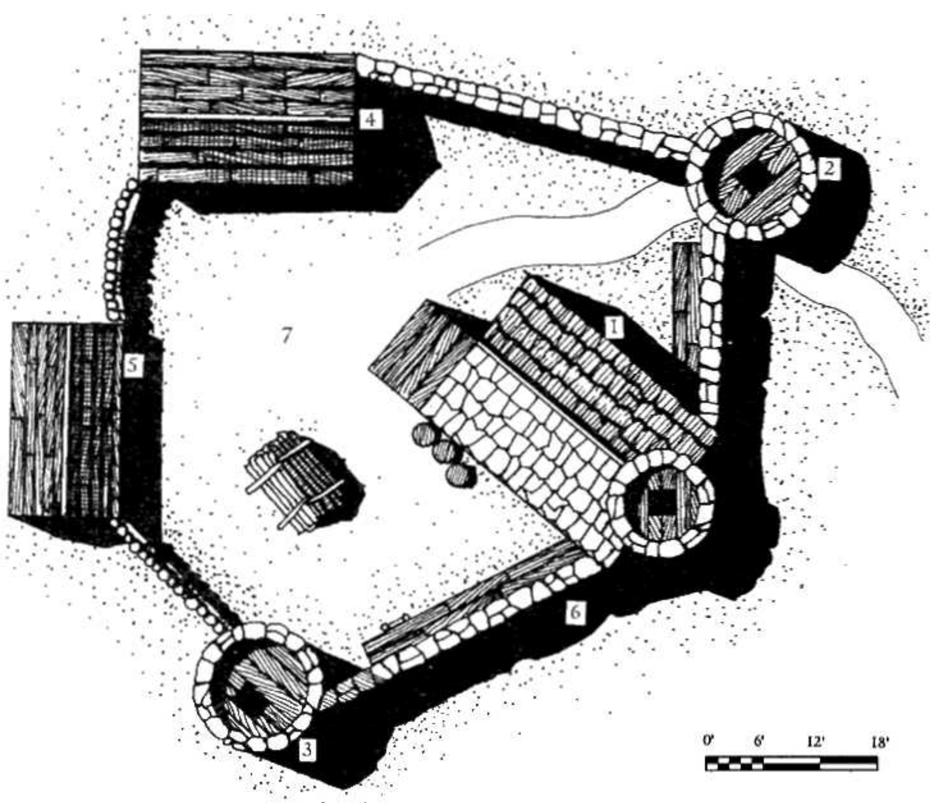
— a saddle with the seven stars of Arthedain on each silver stirrup. When the silver clasp of the cinch is tightened, it sets a spring mechanism in the saddle. Anything over 50 lbs. of pressure drives a curved spike up through the seat into the rider/victim,
— a worn and torn magic saddle which will fit any animal of large size. When using this saddle, the beast's speed is increased one level. It also allows rider a +25 OB *in* mounted combat.

5. The Storage Shed. The smallest building is a storage shed measuring 20' x 12'. This shabby wooden structure usually holds grain and other foodstuffs stacked carelessly in 50 lb. sacks. The small door in the middle of the inside wall is unlocked. There are no windows. In one corner sits a rather large and well-made barrel weighing 400 pounds. The lid is fitted snugly but can be wedged open with a sword or dagger blade. The curious will discover the lid attached to a pin that disappears into the center of the barrel. At this point, the curios one's destiny and that of the barrel are hopelessly intermingled. Any further lifting of the barrel lid, or any attempt to move the barrel, trips a very powerful spring which forces 1' long iron spikes out through all of the seams between the staves. The barrel sits atop a wooden hatch opening into a stone shaft constructed long before the building. Adventurers must first drop 10' then scurry 15' along its slimy bottom to a small (10' x 12') Chamber holding one cedar and brass chest containing 850 gp.

6. The Walls. The three stone walls are 12' high. Two of them (see illustration) are provided with 3' wide firing platforms, 7' off the ground. These are reached from the courtyard with ladders. The two rear walls average only 8' high and consist of treated logs set 3' into the hard earth.

7. The Courtyard. The courtyard is usually a morass of broken boxes and chests. Beneath the wood pile is buried a large chest containing 10 broadswords of a particularly fine nature.

Dongorath's Hold



15.0 ITEMS OF POWER

Objects of enchanted nature, those created with magic or those of such quality as to be as powerful as magical devices, are relatively common in mid-Third Age Eriador. "The Elves, of course, have the oldest and the best magical weapons and devices, although the skill required to create them is becoming rarer and rarer. The Dúnedain and the Dwarves of Khazad-dûm both routinely use forging magic to make the High Steel blades and armor in which they take so much pride. High Steel (+10) is, in fact, the mark of elite soldiers all through western Middle-earth. Weapons of higher quality (+15 bonuses or higher) are considered marks of social accomplishment for Arthadan knights, Cardolani mercenary officers, and Orcish tribal chiefs alike.

The distribution of weaponry is described in the military tables (Section 19.1), while the common magical herbs are detailed in an appendix on medicinals and poisons (Section 20.2). Note that herbs and potions of lesser value are often available, and there are always objects and substances available in the markets and from small shops that are nearly worthless. It is up to the buyer to make sure that he is getting a true "Númenórean sword" or "Elixir of Health" rather than a reforged Dunnish pruning shear or a bottle of spiced potato brandy.

Described below are a selection of politically important items of power. Most of them turn up again and again during the Second and Third Ages, some changing owners quite frequently.

ANDURIL
(S. "flame of the West")

Created by the reforging of the Shards of Narsil in T.A. 3018, Andúril is Aragorn's sword throughout the War of the Ring and all his years as King. It is a +50 weapon and has the special powers of Narsil (see below).

ELENRISS
(Q "Star of Solitude)

"They were clad in cloaks of darkgray, and their hoods were cast over helm and head.. . Nor did [they] hear any badge or token, save only that each cloak was pinned upon the left shoulder by a brooch of silver shaped like a rayed star."

The Red Book of Westmarch

Thus did the Feryth Forn, the Rangers of the North, go to the final war against Sauron, The drab, unassuming garb of the Grey Company came from traditions that predated the Dúnadan kingdoms. The silver, many-rayed star they wore was related to one used as a pass-token by the Adan warriors who kept watch on Morgoth's fortress of Angband in the First Age; it was supposed to represent Alcarinquë, the brightest star in the northern sky. In the Second Age, the star was used as a brooch identifying the border rangers of Gil-galad's kingdom of Lindon. When the immigrants of the Faithful began allying themselves with the Noldo kingdom, they formed a joint ranger company; the grey cloak, made in Lindon and woven with power to provide camouflage in many types of ground cover, was an Elvish creation worn by all in the company. The Elvish rangers dressed in a more colorful style when off-duty, but the Dúnedain enjoyed the aura of modest discipline the drab cloak projected; it became their official uniform when they were joined to the armed forces of the new kingdom of Arnor.

The elite Royal Rangers of Arthedain preserved all of the older traditions. The Elenriss was awarded only to a Ranger who had served for some years and proved himself worthy and faithful. The star was given after a vote of the comrades of the Ranger so honored, and no King or lord dared to interfere with this ballot.

The Witch-king collected a good hundred of the Elennssi over the course of his long war against Arthedain. Whenever he issued them to spies to wear as disguise, he invariably lost it. The items were thought to have some curse of returning on them, and the Nazgûl-lord eventually gave up the practice, not realizing that the friendship and familiarity practiced by the Royal Rangers was a better security system then any badge. When the Angmarean army was destroyed in T.A. 1975, the Witch-king's collection of stars was captured with his baggage, and Prince Aranarth used them to initiate his new order of the Rangers of the North a year later.

Some of the Elennssi are forged by Sinda Elves of Lindon or Rivendell, but most of those used in Arnor and Arthedain were made by the senior silversmith of Fornost, using Lindon silver. Each provides a +10 bonus to both DB and RR; there is a +20 bonus to morale and fear checks for any Ranger fighting to keep one from his enemies.

FAM-TARP-ARGTH
(H. "Goods of the High Chief)

Three of these four items originated sometime in the mid-Second Age and were used by the "Targ-Arms," the elected High Chiefs of the Hillmen of the Trollshaws, through the latter half of that age and into the Third until the near-extermination of the race at the end of the Hillmen Revolt in the 17th century. The fourth heirloom, the Turtle-helm, was a gift of the Witch-king in T.A. 1413. After the defeat of the Hillmen, the artifacts went to the vaults of Carn Dûm and disappeared from historical records.

Crag-olf-Ti (H. "Manspear"): A +25 Man-slaying spear. Oak inlaid with silver, it is very ancient, carrying a fire-hardened tip on its wooden shaft instead of a metal or stone spearhead.

Cu-Saggha-Brath (H. "The Turtle Helm"; Du. "Clogaid Cruban"): This is a gift from Angmar and is intended to allow the Kings of Rhudaur to control the Fell-turtle in the lower levels of their citadel at Cameth Brin, The situation becomes very awkward when the King and the Targ-Arm are not the same person and both believe they should be wearing the helm. In T.A. 1643 the Targ-Arm Broggha has the helm, and he is about to start a war with King Ermegil Stonearm for other reasons. The Turtle Helm is made of steel, with a lining of Fell Beast hide. Its exterior plates of green copper are shaped to form a turtle skin, giving the wearer the appearance of having a hideous turtle head. It has the following powers:

— +10 to wearer's DB. Negates 40% of head crits and halves head stun results.
— allows the wearer to see and hear normally under water, in a mist or fog, or in rain.
— allows underwater breathing for up to 20 minutes per day.
— allows the wearer to control any one turtle, regardless of size, up to 300' away.

Dran-Tark (H. "Chiefbeads"): Usable once per day, they will double strength and/or speed, but temporarily reduce the Constitution stat by 5 pts per power doubled per round for as long as the Targ-Arm has Constitution points left. He recovers his Constitution points at the rate 1 /minute of rest. These beads are bone ringlets worn in the chief's long Hillman braids. This pair is engraved with runes.

Olga-Wama (H. "Warns Belt"): The belt confers +25 to DB. It is composed of nine copperplates, each with the symbol of one of the Hillman tribes, all linked by gold chains. Rather crudely made; it can be worn with metal armor.

GLAMDRING
("Foe-Hammer")

Made by the Elven-smiths of Gondolin, Glamdring is a sword of such power as is rarely found in the latter days of Middle-earth. During the *There and Back Again* (Erebor Quest) adventure in T.A. 2941., Gandalf claimed the sword as his share of Troll-hoard loot, and Thorin Oakenshield claimed its mate Orcrist. The two swords had already existed for thousands of years and passed through the hands of a dozen owners. Forged in ancient Gondolin for the "Goblin Wars," another name for the Wars of Beleriand in the First Age, they have an attractive enchantment on them. While most Orcs and other evil creatures are simply too greedy to destroy a quality Elvish weapon, even one with a bane against their own kind, these two weapons have so much of the pride of their maker on them that any owner is swayed by it (he must resist a 5th level *Suggestion* each month the sword is in his possession or feel the urge to use it or at least speak about it in public or show it off).

Glamdring was once wielded by King Turgon of Gondolin; it and Orcrist, its twin blade, were taken to Angband by Orcs after the fall of the Elven city. The weapons apparently left Beleriand towards the end of the First Age, appearing a few centuries later in .I Goblin hoard in the Misty Mountains. Taken from the Goblins by Dwarves, they were ransomed by the Noldor of Lindon and later lent to Prince Eldarion of Númenor's officers while they were exploring the upper Anduin. After use by a pair of Elrond's warriors in the War of the Elves and Sauron, one of the two blades went to Mordor as booty, while the other returned to Rivendell and was used in the defense of that haven. They were reunited there after the death of a Sauronic spy in Lórien late in the Second Age, then went back to Mordor in the hands of Sinda warriors fighting in the War of the Last Alliance. After one blade spent centuries in an Elvish vault in Lindon, it was returned to Rivendell soon after the corruption of Rhudaur, and both swords were actively used in the Eriadoran wars for the next two thousand years.

During an attempt to clean out the southern Trollshaws in the 25th century of the Third Age, both Orcrist and Glamdring were captured and made trophies, under their Orcish nicknames "Biter" and "Beater," in Mount Gundabad. A revolt in that city saw them carried back to Eriador a few centuries later, and they were found there in a Troll hoard in T.A. 2941 by Gandalf the Grey and Thorin Oakenshield. Glamdring accompanied Gandalf on all his journeys thereafter, eventually going to the Undying Lands with him at the end of the Age,

In T.A. 1643, Glamdring is in the vaults of Elrond in Rivendell, though he is considering assigning it to some worthy ranger or warrior so its powers may be felt in the struggle against the Witch-king.

The powers of Glamdring are as follows:

— +30 mithril alloy (ithilnaur) broadsword
— "Holy" weapon
— Glows cold blue in vicinity of Orcs (dim within 1000'; very bright within 100')
— "Of Slaying" Orcs

THE HEIRLOOMS OF THE NORTH KINGDOM

Most of these were the personal possessions of Elendil and Isildur, forged by their Elvish allies in the Undying lands before the fall of Númenor. They became the hereditary possessions the Kings of Arnor and Arthedain.

Armor of Elendil: +70 full plate made of ithilnaur and inlaid with silver. It protects as AT PL/20, but encumbers wearer as if it were AT Ch/14. Lost in the Bay of Forochel in T.A. 1975.

Helm of Elendil: A full helm, protects against head and neck criticals 60% of the time. Lost in the Bay of Forochel in T.A. 1975.

Ring of Barahir: +30 to DB. A First Age artifact, it is sometimes used as a token of betrothal by the Crown Princes of Arnor and Arthedain. Given as token of gratitude to a Lossoth elder in T.A. 1974, it is ransomed by the Elves and kept in Rivendell with the other heirlooms until the coronation of King Elessar in T.A. 3019.

The Silver Rod of Andúnië: Also called the Scepter of Annúminas. The scepter is fashioned of plain, unadorned silver, but carved with a spiral of Tengwar letters relating the history of Tuor and Idril and the prophecy of Huor. 49" inches long, it was the symbol of the Lords of Andúnië and Andustar in Númenor. It survived the Downfall to become the oldest Dúnadan heirloom in Endor. It served as the scepter of Arnor and Arthedain until T.A. 1974 and then was kept in Rivendell. Elrond gave it to Aragorn at his wedding, and it then became the most exalted possession of the Reunited Kingdom, the mark of the royal authority of the Line of the Telcontari.

The powers of the rod, though seldom used, include:

— acts as a +50 Holy weapon in combat.

— anyone struck by the rod must make a RR versus wielder's level. Failure of 01-50 results in victim being completely subdued and immobilized for I-100 minutes; failure of 51-100 results in victim falling unconscious for 1-100 hours; and failure of 101+ results in victim dying instantly, his bones dissolving to dust.

Shield of Elendil: +45 full shield of mithril and laen, it is weightless and unencumbering.

Palantíri: As the rightful heir of Elros, Elendil and his heirs and designates are the Permitted users of the Palantíri (see below). They are, in a way, pre-attuned to their use.

The Shards of Narsil: After Elendil's sword was broken on the slopes of Mount Doom in S.A. 3441, Isildur use the hilt-shard of Narsil to cut off the ring-finger of Sauron. The shards became relics of the northern Dúnedain thereafter. Prophesies concerning them became a matter of concern as Arthedain weakened in the mid-Third Age, and the shards were taken to Rivendell with other heirlooms before the fall of Fornost. They rested there until Aragorn II learned that he was destined to reunite the Dúnedain, and he carried the shards with him whenever he undertook a mission relating to that destiny. Noldor smiths in Rivendell had saved materials for the reforging of Narsil in their vaults for most of the Third Age. In T.A. 3019, after the One Ring was identified and brought to Rivendell, the shards were reforged into Andúril (see above).

Narsil

(Q "Red-white Flame")

Forged by Telchar of Nogrod in the First Age, it was used in the War of Wrath and taken to Númenor when the Edain migrated there in the early Second Age. Passing through the hands of important Númenóreans, it appeared occasionally in Eriador during the Second Age and eventually was given to Elendil by his father Amandil just before he set out on his doomed voyage westward in 3319. The blade was broken when Elendil was slain in combat with Sauron at the end of the Second Age.

Also called the Sword of Elendil, Narsil possesses the following powers:

— +60 Holy sword.

— flames on command with the following powers:

- when it *Burns Hot,* it is an Orc-slaying weapon that delivers a Heat Critical (of equal severity) in addition to any normal critical strike.
- when it *Burns Cold,* it is an Undead-slaying weapon that delivers a Cold Critical (of equal seventy) in addition to any normal critical strike.

Narya

Also called the Ring of Fire or the Red Ring. Of all the twenty Rings of Power, only the Three Elven Rings, forged by Celebrimbor alone, are unsullied by the evil hand of the Dark Lord. Like all true artifacts, Narya's power is a function of its wielder. The powers of the Fire Ring are difficult to pin down to specific spells or even lists, but in general Narya—like the other two Elven Rings—aids in learning, healing, and understanding, not only for the wearer but those around him. Narya was kept hidden by Cirdan the Shipwright for most of the later Second Age. He wielded it in the early part of the Third Age to heal the wounds of the High Elves and bring some semblance of peace to shattered Lindon. Cirdan gave the ring to Gandalf the Grey upon the Wizard's arrival in Middle-earth around T.A. 1050. With Narya's help, Gandalf aided the causes of Elves and Men throughout the Third Age. In T.A. 3019 he healed King Théoden of Rohan, not only in body but in spirit. In the presence of the Red Ring, people are often moved to acts of courage and selflessness that they might not otherwise consider. But the Ring does not inspire empty bravery; the powers of resistance and agility which it conveys are quite real.

The fire of Narya was, first and foremost, the "Secret Fire," the Flame of Anor, by which all the Istari swore allegiance. It was the fire of Men's hearts, the flame of passion, which Narya kindled most, Narya's powers were well-suited to Gandalfs purpose, which was to inspire and rally the Free Peoples against the Dark Lord of Mordor, The Red Ring's actual power over fire is a secondary ability.

A more specific delineation of some of Narya's powers:
— Continuous Mystic *Unpresence, Nondetect,* and Mentalist *Inner Wall* Doubles RR level of wearer when resisting the Dark Lord's detection powers
— Continuous *Fireamror*
— Continuous *Prayer*(RR and maneuver bonus): +30,
all friends within a 30' radius
— Free use of closed Channeling Lore list to 50th lvl
— Free use of base Magician Fire Law list to 50th lvl
— +30 to Constitution bonus
— Regeneration 3 hits/rd
— Wearer cannot be stunned
— +30 to wearer's DB

Note that, should Sauron recover the One Ruling Ring, Narya and all things touched by it will be revealed—and thus vulnerable to the Dark Lord's undoing. With the destruction of the One Ring, all of the other Rings lose their powers, having been unavoidably linked to it. Narya is taken over the sea by Gandalf when he leaves Middle-earth in T.A. 3021.

ORCRIST
(S. "Goblin Cleaver")

This sword is the twin of Glamdring and was used in ancient Gondolin by a kinsman of Turgon, the Noldo King of the City. After a dramatic history, the blade was entombed in Erebor, in Rhovanion, with King Thorin Oakenshield in T.A. 2941 and not used again until sometime in the Fourth Age,

In T.A. 1643 Orcrist is wielded, with Elrond's permission, by Andovan of Lindon, one of the Wardens assigned to keep the paths clear for Elvish wandering patties in Cardolan. It was loaned to him as a direct result of the founding of the Realm of the Warlord in Minhiriath, and will probably be returned to Rivendell after the Warlord's fall.

THE PALANTÍRI

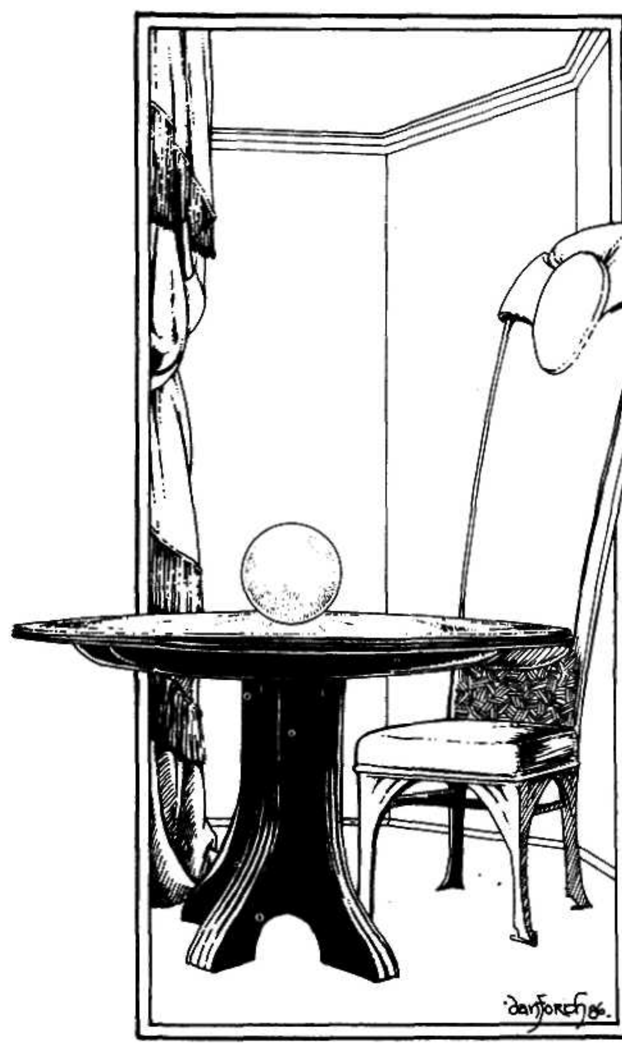
Two of the legendary "Seeing-stones," the seven Palantíri, lie within the bounds of Arthedain, and a third is nearby under the care of Cirdan's Elves in the White Towers of the Tower Hills. The Palantir of Amon Sûl, the largest of the three at nearly 3' in diameter, was located in the tower on Weathertop until the Witch-king's armies besieged the place in T.A.
1409. The smaller Palantir of Annúminas was kept in the Royal Halls; but both stones were later removed to Fornost. Unlike the jewels and lesser heirlooms of past Kings, the Seeing-stones are never displayed in public; few outside the highest reaches of the Royal Court even have clear knowledge of their existence.

Only Kings and their appointed Guardians are given access to the Palantíri, which are locked away in guarded rooms (often encased in steel "shrouds") high in the towers of the capital city. Only in Court are the Stones cited as sources of information, and those citations are also stored far from the public *eye.*

The Seeing-stones are "connected"; that is, each Palantir transmits to and receives "silent speech" from another in use at the time, its "answering" Stone. The Stones display visual images of scenes and acts that have occurred, are occurring, or might yet occur, but they cannot transmit speech or interpret the images shown. Thus the need for Guardians and Seers, as well as Kings, to explain what the Stones have pictured is clear.

The Palantíri are full of beauty and mystery. Perfect spheres of a dark hue when at rest, they look very much like crystal globes in the cradling cups of the marble tables upon which they rest. (An intent observer may notice a minute flame flickering deep in the center of an unused Stone.) The smallest Stone is only one foot in diameter, the two largest—the one at Osgiliath (in Gondor) and the one originally kept at Amon Sûl—are so great that a man acting alone cannot lift them. If dropped, the Stones are undamaged—but intense enchanted heat can shatter them.

Viewing chamber



Invisible to the uninitiated, unmarked poles within the Palantíri indicate alignment, and each Stone has an upright, proper position. Their permanent "upper" and "nether" poles must be placed in line with the earth's center in order for the user to see through their viewing faces. Lesser Stones are even tied to a set orientation; for example, the Palantir of Orthanc's west viewing surface has to be aimed westward or it would remain blank. Even more restricted is the Seeing-stone of the Tower of Elostirion in the Tower Hills, which is tied to the original Master-stone on the Elven isle of Eressëa and can only face westward, away from Middle-earth and over the Bent Sea. However, the major Seeing-stones can be viewed at many angles and can flash scenes of happenings in any direction and at amazing distances. For example, the Palantíri of Fornost might reveal to the Arthadan Royal Court scenes from a battle in Gondor, a distance of hundreds of miles.

However powerful, the Palantíri have their limitations, the major one being their failure to illuminate a scene hidden or cloaked in darkness. A viewer sees things as if he were present at the scene and subject to its conditions of lighting. Thus, action taking place inside an unlighted cave could not be viewed by a Palantir. The darkness of a cave is all but absolute and too much for a Seeing-stone to counteract. Nonetheless, the lightlessness within solid objects will not obscure a view to a place beyond them, so that a user of a Stone can gaze through "things" without hindrance. *One* can peek into a chamber through a door or even a mountainside, although the room's details might be obscured by poor lighting. Also, ungoverned visions are usually random, hazy glimpses enshrouded by a misty foreground, making the skill and knowledge of the Stones' Guardians crucial.

To utilize a Seeing-stone fully requires many years of practice and education, plus the gift of "seeing," or correctly interpreting the vision. To begin, the viewer—whether Minister, Guardian, or Royalty—must focus his will and concentrate his energies upon the dark Stone, an exhausting effort in itself. Standing about three feet from the Palantir, facing the stone in the direction he desires to look, he brings forth visions—a battlefield scene, let us say. Should the user desire, he can enlarge his field of vision to display a vast host of enemies on the march, or he can focus upon a single object held in one warrior's hand—a weapon or a jewel, for example.

In the case of communications between Stones, he can see the thoughts of the one with whom he deals—provided the "connecting" user is in accord and is able to clearly bring forth the image. The Palantíri cannot read the thoughts of an unwilling user, and in such cases what they display is totally a matter of the wills of the two users involved.

After the rise of Angmar around T.A. 1300, the Stone-users of Arthedain and Gondor have used the stones to communicate much more frequently. As trouble brews and boils over, the Dúnadan kingdoms try to put aside their differences and exchange information about enemy movement and strengths, and suggest and coordinate strategies to counter them.

Both of the remaining Palantíri of the North are lost in the Bay of Forochel in T.A. 1975

THE RUNEKNIFE OF RISINTH AND THE CRIST-I-SULHOTH

Lossadan magic and magical equipment tends, by necessity, to be rarer and less complex than those of wealthier cultures. The enchanted spears and earrings possessed by each established shaman (see the *Master Military Table,* Section 19.1) are the personal totems of the individual spellcaster and can only be passed on to others in special ceremonies involving the elders of the entire clan. Certain items of import, however, do surface, and the two described here are only examples. A traditional Lossadan ritual knife typically has a rune-inscribed handle attached to a blade of horn or ivory.

The Runeknife of Risinth is high steel blade fashioned and decorated after a Lossadan ritual design, but the weapon was actually forged in Ost-in-Edhil by Annatar (Sauron). It has the following powers:

—wielder may cast the weather control spells found in the Water Law and Light Law lists to conjure up cold and snow.

— wielder may use any summoning spell she (or he) might know, regardless of its actual purpose, to call the Eloeklo (see *Forochel,* Section 11.0); dagger doubles
the summoner's level for purposes of controlling that spirit of cold or provides a +20 bonus to any attempt to negotiate with it.

The Crist-i-Sûlhoth is also a runeknife. It has a red laen (magical glass) blade and was forged in Lindon at Gil-Galad's command soon after he learned of the existence of the other blade. Its powers are the following:

— weapon of Slaving against Demons: and confers a +40 bonus to any defense against them.

— permits any spellcaster to use any summoning spell she or he might know to summon Wind Demons. These spirits are actually true air elementals of the north winds, mortal enemies of the Eloeklo. 2-10 of them will appear if he is in the area, and if he decides to flee, they will pursue him for 1-10 years. He will be trapped in the upper airs for all that period of time.

The Thain's Mathoms

These magical items were originally given by King Argeleb to Marcho Fallohide in T.A. 1605 to establish the Hobbit's authority as a Royal Constable in northern Siragalë. They became the symbols of the Thains of the Shire once the Hobbits organized their own government a decade or so later. In the later Third Age, they became hereditary possessions of the Tookish Thains.

The Thain's Bow: +15 short bow, with ranges like a long bow; arrows shot from the bow do double concussion hits and an additional puncture critical.

The Broadsword of the Thain: +15 short sword that does an additional slash critical. It is semi-sentient and occasionally empathically warns its wielder of the presence and direction of a non-Hobbit within 25'.

The Scepter of the Shire +15 mace; it does an additional unbalancing critical.

The Wardress of the Militia Captain: Hobbit-sized + 15 full chain and helmet. It is AT Ch/I6 and unencumbcring; it also negates 30% of all criticals to a Hobbit wearer,

Vilya

Also known as the Ring of Air, The mightiest of the Three Elven Rings of Power, Vilya was created by Celebrimbor in Eregion. Since it could not be used safely as long as Sauron's Ruling Ring was on his finger, it was hidden for most of the Second Age. Vilya was given to Gil-galad for safe-keeping by Celebrimbor just before his death and granted to Elrond by Gil-galad just before their departure for Mordor as part of the Last Alliance of Elves and Men.

Elrond wore Vilya continuously throughout the Third Age, and the ring was a key factor in the powerful magical defenses of Rivendell. If Sauron had regained the Ruling Ring, it is likely that Rivendell would have been revealed to its enemies and probably attacked or abandoned.

Vilya's specific powers include:

— Continuous Mystic spells of *Unpresence* and *Nondetect,* as well as the Mentalist spell *Inner Wall* These spells can also be enacted with a radius to shield an entire area.

—Doubles resistance level of wearer when resisting the Dark Lord's detection powers.

—User may employ a continuous *Prayer spell* (RR and maneuver bonus) adding +30 to all friends within 30' or in sight.

— +33 to Constitution bonus and to Defensive bonus.

— Allows wearer free use of the Mentalist lists Gas Manipulation, Solid Manipulation, and Liquid Manipulation to 60th level. Ranges variable, but usually 10x-100x normal range listed. For example, Elrond could control the river in Rivendell, and the weather in the entire valley.

— All healing done by wearer has one third normal recovery time, and recovery is always complete (with a few exceptions),

—Wearer (or whomever he touches) regenerates at the rate of 10hits/rd.

— Wearer cannot be stunned.

— Vilya acts as a x 9 PP enhancer (any profession).

Perhaps more than the other two rings, Vilya's essence embodies healing and strengthening. Nenya shielded, in Lórien, a land of complete repose—almost retreat; Narya kindled hearts to action. It was in Rivendell where Vilya abode that decisions were made, actions planned. In appearance, Vilya is a ring of pure gold set with a large, clear blue sapphire.

Musicians in protected Rivendale



16.0 LESSER ADVENTURES

Some of the characters and places mentioned elsewhere in this module would provide good starting adventures for a low level party. After one or two encounters with bandits and Orcs, the following adventures, requiring more planning and a bit of political savvy, will introduce the characters to the intrigue and double dealing that are meat and drink for those who seek and hold power in Eriador. The characters involved should always be on their guard after trying these adventures: a lord of Cardolan is a powerful enemy for one without an army or keep of his own, and a slain Orc or bandit leader can occasionally be the servant of some lord or creature who is far more dangerous as an enemy.

16.1 FRONTIER FIGHT (TA. 1641)

Setting: Northeastern Arthedain bordering Angmar.
Requirements: A medium to large party of fighters and rogues spoiling to foil the Witch-king at his own treacherous game.
Aids: Knowledge of wood lore, tracking, and combat akin to that of the Rangers.
Reward: 100 gold pieces each plus the promise of future remunerative service to the crown.

THE TALE

The Arthadan outposts nearest Angmar are occasionally threatened and even attacked by Orcs of the Uroth-burm tribe and other knaves under the Witch-king's command. This is the way of things in the petty-wars, and the King's soldiers have learned to endure it. But, recently, supply wagons carrying arms and foodstuffs have been waylaid by bandits with alarming frequency. A local captain of the Dagarim Aratar, Bondan, suspects that one of his own supply agents, Feldas, is spying for Angmar and supplying them with information about the movement of supplies and troops to and from the outposts, both to enrich himself and because he secretly despises the Dúnedain, Thus, Bondan wants to set a trap for Feldas. The state will pay well to catch such an infamous betrayer.

THE ENEMY

Both the traitor Feldas and his conspirator, the renegade Ranger Dongorath, present severe difficulties to those who would foil their plans. Feldas is wily and refuses to be caught in any wrongdoing; thus he never actively participates in the raids. A superb archer and sword fighter, Dongorath leads the attacks. His small band of devoted cutthroats would follow him into the black heart of Carn Dûm.

THE TASK

Bondan cannot afford to simply pack a supply wagon with his soldiers hiding inside, for such orders would reach the ears of Feldas hours after they were first spoken. What the Captain has decided to do is to hire a band of fighters to follow the supply wagons and to battle Dongorath's raiders when they strike. This is no simple task, for Dongorath was trained as a Ranger and can smell trouble in the air. Captured agents from Angmar can be persuaded to tell what they know, should Feldas himself deny everything, demanding proof of his culpability to cast off the shadow that has fallen across his once-good name. In an attempt to discourage further raids from the East, Bondan has offered—with King Argeleb's approval—100 gold pieces as a reward for those bold enough to capture or eliminate Dongorath. Those looking to claim the reward must furnish the captured raider—or a telling part of him—as proof of their success. In addition, the Crown will pay one silver piece for each bandit or Orc captured or killed, the claims checked by spells when evidence is lacking.

16.2 THE MITHRIL ROOM (T.A. 1641)

Almost faster than an Eagle could fly, word has spread throughout Cardolan that the Great Storm has exposed the ruins of Lond Daer. Neap tide is rapidly approaching, and it appears that exploration might be possible.

Setting: Lond Daer, northwestern Enedwaith, Sudúri (perhaps), and Thalion (possibly).
Requirements: A party of virtually any size and any level can accomplish this mission, but luck and adaptability are vital. At least one expert swimmer, and either magical or herbal means to deal with flooded passages and bad air are vital. Thieving skills, fighting ability, and healing cannot be neglected—those who would succeed in this adventure face myriad challenges.
Aids: A party that can find a noble sponsor will be lavishly outfitted, although much of the money will be needed to procure transportation from Tharbad's Bargement. Maps abound, but most are bogus. Braegil's map of the ruins, kept at Thalion, would be extremely useful, although its acquisition will incur great delays.
Rewards: The price for this mission has rapidly inflated to 200 gp up front, expenses, and 10% of recovered treasure. This assumes a group of about seven (totaling about 40 levels). This price will vary proportionally to the size and experience of the group.

THE TALE

Prince Braegil the Scholar, the second son of Ostoher (the Last King of Cardolan), was a loremaster renowned even among the Elves. Braegil devoted much of his research to the hunt of ancient heirlooms and treasures that might restore the declining fortunes of his father's kingdom. In T.A. 1405, Braegil led an expedition to the sunken ruins of Lond Daer. In early 1409, he was preparing a major expedition in great secrecy, but this was aborted by his death in the Battle on Tyrn Gorthad. Word gradually spread that Braegil thought he had discovered the fabled mithril room of Tar-Telemmaitë.

Most of the wise had virtually forgotten Tar-Telemmaitë, but the fifteenth King of Númenor was the "bogy man" in much of the folklore of Cardolan, since his lust for mithril had provoked the Second Revolt of Eriadorans in the dim mists of the Second Age. Tar-Telemmaitë's wealth and greed were exemplified in legend by his ordering the casting of pure mithril paneling to cover all of the interior of a 30' x 40' x 12' room. The work could only be done by the Dwarves of Moria, and the mithril room was said to have been lost when the ship bringing it to the King foundered off Pelargir. Braegil found hints that the panels had been secretly sent to Lond Daer, and that a great warship had been lost in the Storm known as the Wrath of Ossë, probably before the ship had reached port. The 800 pounds of mithril reputedly contained in the panels is a prize that makes the greatest Dragon hoard seem puny, but most of the metal was cleverly debased by the Naugrim. Its actual worth is about 1,600 gp (100 gp per panel).

Braegil's hunt for this treasure became a popular ballad, his death and the fall of the kingdom being attributed to his unleashing the curse of the mithril room. Few of the Princes of Cardolan put any credence in the tale, but they cannot afford not to be sure if the price is only a few hundred gold pieces and a few much more expendable adventurers. The race to Lond Daer is on.

THE TASK

The Princes, as is their habit, will seek their explorers in Tharbad. The situation in the city is extremely tense, as widespread rioting was broken up by the hurricane, and the various factions are now arming and preparing for civil war. The group should become aware of the map of Thalion. The need for this map must be balanced against the need to leave immediately as competing groups may do. Departure must be within two days to arrive at Sudúri before the neap tide.

Most of the vessels at Tharbad have been damaged by the storm, and the Bargemen keep up well on rumors, so passage to Sudúri will be extremely expensive. The Bargemen will not permit their craft to be used for fighting among the groups, though nighttime raids against another camp are totally permissible as long as no Bargemen are harmed. (They will stay on their craft, and will not allow their passengers to do so; persuading them to navigate at night will be prohibitively expensive.) The party can make directly for Lond Daer, but guides who know how to avoid the vicious Beffraen of the area can only be found at Sudúri,

Although the Great Storm temporarily quenched the fires of revolt in Tharbad, it precipitated conflict in Sudúri. Most of the native Saralainn clansmen fled inland, and the southern refugees seized the city in Olby's name. Lanaigh is slowly gathering a siege, and both sides are likely to attempt to enlist any warlike types who drift by into their armies by persuasion or by force. Prices for supplies will be exorbitant, and it will be hard to find a willing guide

Once finally at Lond Daer, the party will be faced with Beffraen raiders, the possibility of a Dunnish tribal war band, and the questionable honor of their competitors. This is besides the mysteries and dangers of the ruins themselves.

THE ENEMY

Travel in the wilds of Cardolan is not without its perils, but the gravest danger to the party comes from their own kind, the competing groups of adventurers with the same quest. When and if the ruins are successfully reached, the problems become primarily inanimate. Some of the traps are still operable, but more danger lies in an incautious approach to the flooded passages and the bad air. This is compounded by the presence of the Nurga. The Beffraen have recurring problems with were-ratism. When the exorcism ceremony is badly botched, a Nurga (Greater Wererat) results, and the local tribe thinks that the ruins make an excellent prison. The Nurga's condition is highly variable, and a weak but clever party that has gotten this far will have to trust the dice to overcome the beast. The true site of the treasure has its own phantasmal guardians.

In addition to any adventuring parties, the GM may create more competition for the player characters; any of the following groups could be camped in the vicinity of the Lond Daer ruins. (Check *Terrain Surrounding the Ruins,* Section 14.2.3, for the locations #17-#21 noted here.)

17. Water Passage. This sheltered spot along the river would be an appropriate place to dock the *Nodding Whale.* This 40' coaster is the only craft available in Sudúri on short notice, if the adventurers travel by way of the river. If they decide go by land, Captain Melecthor might arrive

anyhow, either hired by other explorers or because he is personally interested in the tale of the lost city. In the latter case, he will claim to be hunting crocodiles and offer to sell the adventurers supplies from his considerable stores of manufactured goods, all originally bound for the Drúwaith Iaur. Melecthor will do his best to befriend the adventurers, and even let a few of his "boys" work for them around the ruins. However, the moment real danger appears in the area, he will leave quietly and with the minimum amount of fuss. If he has party equipment or wounded characters on board, he will put them ashore. He trusts the guild lawyers in Sudúri to provide protection if angry adventurers come looking for him later.

18. Gully. This isolated hollow deep in the woods would be ideal for the PCs; the sound and scent of people and horses don't carry far out this valley. If the PCs or other adventurers don't use the spot, Thelgrom's bandits might. Thelgrom's advanced age and avuncular manner might deceive someone into underestimating his skill as a woodsman and his utter ruthlessness. He will negotiate, befriend, deceive, and betray without a trace of guilt, for he sees such as the way of the world.

19. Hollow. This small hollow is easily guarded, making it a good location if the adventurers decide to camp here; however it might also be in use by Akbulkathir the Atalantadan. Akbulkathir's great height and dark, stern, high Dúnadan appearance arrest one's attention, as does his strangely pale complexion and the curious padded armor and hood he wears. He avoids human touch, in part because of his cold skin and the smell of mildew he constantly radiates. If someone suggests he might be undead, he will prick his arm with a knife to show the color of his blood.

When the fall of Númenor was foreseen by some its wiser citizens, a small group decided to flee to the bosom of Ossë, the guardian of the sea. They altered themselves to breath water and established a haven beneath the waters of Belegaer. Enough sightings and rumors of them have come down through the years to produce legends of a sunken city, Lost Westerfalm in Common, or Vanwa Atalantë in Quenya. In reality, they are a small, closed, failing community, but some still seek either revenge or forgiveness from the surface world.

Akbulkathir's mother, the Seeress Ranfillantë, received an omen that foretold the release of the Alarkadaro and Maran the Silent (see *Aldarion's House,* Section 14.2.3), both of whom are mentioned in ancient records kept by the brotherhood that founded their haven. Akbulkathir swam up from the ocean to walk the streets of Sudúri, risking the revolt and the muddy, filthy waters of the harbor, learned of the expeditions heading down from Tharbad, and now waits to see what can be accomplished at the ruins. He has promised not to risk himself by direct intervention, but will feel moved to aid anyone struggling nobly and in dire straits.

The Atalantadan warrior uses some camping gear purchased in Sudúri, along with his own weapons and helm, both of an odd ornate appearance similar to those explorers are likely to see in Anárion's house. He has practiced eating his meat cooked to avoid offending land dwellers, but he enjoys it little, and he has no stomach at all for alcohol. Akbulkathir keeps his skin covered as much as possible to avoid dehydration. His bulky bargeman sealskins are actually stuffed with cotton wadding that he soaks with seawater. In spite of or because of this thick insulation, he has little tolerance for warmth; if he hikes more than a mile or so on dry land or goes for four hours without immersion, he risks heat prostration.

20. Hill. Thaeve Beguile, of the Kiolgain Clan in the kingdom of Saralainn, has little love for any "upcountry" folk, but will allow them to loiter in the general area of his favorite fishing camp, if they arrange for an appropriate "fee." Travelers invited to a Chivarea in the clansmen's camp should expect to be well fed, danced into the ground, plied with liquor, and questioned while drunk. Their personal belongs may be secretly searched.

Beguile has a fair sense of justice, bearing no love for bandits or any sort of ruffian, including adventurers who fight or rob fellow explorers without serious reason. On the other hand, if he learns that Beffraen are prowling, he will summon reinforcements from upriver and do his best to kill every one of them, including women and children.

21. Rise. Shelbym, the leader of a Beffraen tribe, is the brother of the shape-changed holy man hidden in the ruins. If the Nurga escapes into the countryside, the Beffraen will hole up in their camp and offer only advice to any one trying to hunt it down. After all, it will die in a few days. Other than this, Shelbym will keep scouts in the area to observe all happenings. Opportunities should arise for the Beffraen to negotiate with the adventuring party for some of the axe-heads and other practical treasure items found in the ruins. They can offer information or simply allow themselves to be "bought off" so the party won't have to guard against them.

The Beffraen camp is easily approachable only from the northwest. At odd points around its perimeter stand wooden totems set into the ground. They provide magical protection for the camp equivalent to a blessing (Level I defense; see Section 9.0). The Nurga and similar creatures cannot pass this barrier, and all Beffraen within it gain the benefits of a *Prayer* spell.

The Reward

The fee for undertaking this mission is by no means paltry, and there is the possibility of gathering considerable booty in conflict with the other adventuring groups. Once Lond Daer is reached, there remains considerable salvage that was missed or ignored centuries ago. The



Agent on the Rack

mithril room itself, if it can be recovered, will prove far less valuable than expected. The Dwarves alloyed the mithril with aluminum, and they claimed to have lightened the panels by magic to disguise their fraud. This makes the panels undetectable by magical means. The Dwarves of Moria will not wish to have their ancient chicanery exposed, and may attempt to recover "their" treasure in any event. The Elves of Rivendell could extract the 40 lbs of mithril actually contained in the panels, but are unlikely to be willing to destroy such a great work of art for such crass and material reasons.

16.3 A BLOW FOR PEACE (T.A. 1642)

The adventurers race that most daunting of tasks: covertly seizing a major castle, and converting the majority of the inhabitants to their side by disposing of their "evil master."

Setting: The Argond, the fortress of the Princess of Dol Calantir.

Requirements: A medium-sized party of comparatively high level characters. Loyalty to Gondor would be a plus, but efficiency and expertise are the overriding criteria. A skilled mage, healer, and archer are indicated as well as a couple stealthy types and a few doughty warriors.

Aids: The Canotar Imlach will provide minor magic weapons, items, and herbs to make up any obvious deficiencies in the party. The Canotar possesses reasonably accurate plans of the Argond and a schedule of the guards at the castle. If it is absolutely necessary, Imlach can send one of his better fighters, or recruit a volunteer from the shadowy Seers' Guild.

Rewards: Ideally the party should be glad to serve their King and to save the poor suffering folk of Cardolan from further strife. In the rather likely event that this is not the case, Imlach is prepared to offer estates within Gondor's holdings in Cardolan, or various maps to ancient treasures. If this will not suffice and Imlach is impressed with the group, he could grant a license to recover the "desperately needed" heirlooms from the barrows in Tyrn Gorthad.

He will provide horses and supply and 500 gp for expenses. Commerce has virtually ceased in Tharbad, so Imlach's stocks will be the primary source of provision.

THE TALE

In a lucky stroke, Imlach captured an important Calantir agent in Tharbad and "persuaded" him to reveal much of what he knew before the spy expired. This information was enough to make clear that the Calantiri, not Fëotar, were behind the unrest in Tharbad. However, Imlach needs physical evidence in order to have any hopes of defusing the mobs; a public confession by the chief of the provocateurs would be even better. The increasingly desperate situation in Tharbad makes it imperative that any such intervention come very quickly: there is no time for guild leisure. Imlach has decided to send an elite group of adventurers to seize the Argond and capture Dagobert, who he presumes to be behind the plot. Imlach would prefer to go himself, but he has learned enough diplomacy to realize that Gondor must be able to disavow the mission if it fails. He will support whatever ruses the party plans, and will provide appropriate disguises, props, and forged documents. Sadly, official Gondorian credentials will not be available.

Imlach's discovery is a blow to Calantir plots, but this is a situation for which Finduilas has prepared. Her gross Steward, Dagobert, actually has no knowledge of the scheme, but as expected no-one suspects that the withdrawn and homely Princess would be capable of such actions. However, Finduilas has not calculated on the rashness of the Canotar's response.

THE TASK

The adventurers will have been in Tharbad only a short time before they are approached by one of the Canotar's agents about undertaking the mission. They should not as yet have taken sides in the troubles of the city—the young, Dwarven merchant-apprentice who contacts them will promise or say whatever is necessary to persuade them to come to an interview without revealing the Canotar's involvement.

This meeting is likely to be noticed, and one or more of the various factions in town may attempt to discover, subvert, or prevent their mission. An encounter with street toughs in the city and/or outlaws outside of Tharbad should provide little threat to the PCs.

Penetrating the Argond, obtaining incriminating evidence, and kidnapping Dagobert is the preliminary assignment for our brave and resourceful heroes. Unfortunately, Imlach has indicated that success in such comprises merely nominal completion of the adventurers' task. Imlach needs reinforcements, and he hopes that the eccentric Princess of Dol Calantir will ally with him if the misdeeds of her faithless, thieving Steward are revealed to her through his efforts. Thus the party needs to obtain Finduilas' attention, a significant portion of the castle, and time for potentially delicate negotiations. No piece of cake, this mission.

The main variable is Finduilas' reaction to the invasion of her home; it is utterly unpredictable. The possibilities range from the Princess sinking into a nearly catatonic sulk to rallying her defenders and leading a courageous counterattack to rescue Dagobert with potent magics. It is likely that, if captured, Finduilas will play along, planning to deal treacherously with her deliverers sooner, or Imlach later. However, moderately sincere co-operation with the party is not impossible. Finduilas' overriding concern is with a skilled and artful control of circumstance. If the party can quickly and elegantly gain control of the Argond, she is much more likely to be well disposed toward them. It should also be noted that Finduilas is quite inexperienced with the opposite sex and could be vulnerable to a knight sans peur and sans reproach or to highly developed seduction skills.

THE REWARDS

All rewards will come from the Canotar, save for what minor booty might be recovered from thugs en route to Dol Calantir. Neither Imlach, nor Finduilas will be well disposed towards looting of the Argond.

16.4 TREACHERY (T.A. 1642)

The adventurers must penetrate one of the strongest castles in Cardolan to obtain evidence that someone is betraying the King of Arthedain. They have inside help, but who is on which side, and who is the real traitor?

Setting: Barad Girithlin and vicinity.

Requirements: A small, mid-level party that has stealth, climbing and thief skills and which is loyal to Arthedain.

Aids: The recruiter of the group will provide them with a hasty sketch of the castle, the location of the incriminating evidence, and the means to contact Glaran, a sergeant of the guard. The group will deliver a load of mutton to the kitchen, and Glaran will hide them in a pantry where they are to await the dead of the night before undertaking their task.

Rewards: The recruiter offers 60 gp up front per party member, with the promise of 40 gp more after they have completed the mission. There is also the satisfaction of serving the King of Arthedain through the exposure of a pernicious nest of vipers.

THE TALE

The revolt of the southerners in Sudúri in the wake of the Great Storm has created glitches in the schemes of Eärnil, Regent of Girithlin. He has been subsidizing the services of the mercenary Raggers in Saralainn in order to foil the invasion plans of Arthedain. The opportunities of the revolt are too much for Eärnil to resist, but the non-arrival of the Raggers at the siege of Sudúri will surely be noticed, even by the inept Arthadan spy service.

Eärnil has decided on a plot to eliminate his nephew Echorion before he reaches his majority. His incriminating correspondence with the Raggers has been phrased so that the entire scheme could be blamed on Echorion. Echorion, with his unimpugned integrity and considerable presence, could not be blamed for perfidy, if he is alive.

Eärnil has recruited the gullible adventurers. He intends to slay them once they have reached the safe of papers, and to murder Echorion. Things will be arranged so that it will appear that Echorion hired the assassins to kill Eärnil after his uncle discovered the "treachery." The plot was foiled, and sadly Echorion was slain before he could face the King's justice.

THE TASK

The party will discover that something is wrong fairly quickly. Shortly before midnight, they will hear the sounds of struggle in the kitchen and find their egress from the pantry barred. On breaking out, they will find Glaran garotted. The guards will be out in greater strength than they were led to expect, and the only route they can follow is that to the upper floors that they planned to take. An ambush awaits on the third floor.

Ideally the party will figure out what is going on in time to survive, save Echorion, and capture Eärnil to face justice. If they unravel the plot and escape to Arthedain, they can probably bring the truth to light. If they merely escape, they are likely to be branded as criminals to be killed on sight, and restoring their reputation will prove a long and difficult task.

THE REWARDS

Aside from the money provided by Eärnil, the party will likely be well rewarded by both Echorion and King Argeleb II if they succeed; being knighted would be appropriate.

16.5 THE PURGING OF ROOD (T.A.. 3018)

Setting: The riverside village of Rood, located, in this time period, at a strategic bend in the Brandywine and on the caravan route halfway between Bree and Caras Celairnen.

Requirements: A band of adventurers who relish risk and love a good fight. This scenario is an excellent one for providing player characters with an introduction to the Rangers of the North.

Aids: Weapons, stealth and the help of several worthy locals.

Reward: Ten gold pieces and the opportunity to grab much more. Also, important future connections.

THE TALE

Over warm ale at the Silver Tree, several drunken ne'er-do-wells discuss in voices much too loud to be ignored the wealth and vulnerability of the aged and mysterious widow, Elótiel Eketta. Rumored to be mad, the widow lives a reclusive life in her decaying mansion overlooking the main road. Somewhere hidden in the house is a chest of jewels and other treasures rumored to be worth thousands of gold pieces.

But Olmkan, a pig farmer living on a ramshackle farm just behind the widow Eketta, boldly stands and speaks his mind. He defends the old woman's sanity and says that her life has been threatened. Livestock have been poisoned, including his favorite sow, Shelley, and the widow's prize lamb, Bassaba. Olmkan adds that the Lady Eketta is offering a reward often gold pieces to anyone who catches the killers and brings them to justice.

Adventurers who listen to Olmkan and volunteer to help the widow will be taken to the Eketta house. There, Elótiel will show them the crude note she received the morning after her Iamb was poisoned:

Last night we kilt your ewe,
tomorrow we might poison you!
Leave your house and all its gold
or you will lie forever cold.

Olmkan, who sincerely cares about the widow and has served her faithfully for decades, will then tell those pledging to help two interesting, but little-known, facts. First, working in secret in the ruins adjacent to the widow's property is an evil apothecary, Sisebuth, a dealer of poisons and potions. Olmkan observed Sisebuth, the night before the poisoning of the ewe, consulting with Cairmach, nominally the Thegn of Rood, but also known by Olmkan to be a thief and thug of broad reputation. Since Olmkan's outspoken protests and pleas for assistance, he has been threatened and beaten.

Although Rood has never been a town of good repute, it used to be a place where a widow of some wealth and good character could live in peace. However, the meager stream of trade in northern Eriador has declined in recent years because of trouble in the eastern wilds with Trolls and Goblins. Many of the few trustworthy folk of Rood have moved to Stonehill or Bree-land, and they've been replaced by southern thugs like Cairmach. He is now the "Boss" of Rood and interprets the old town "Rules" as he sees fit. The widow Eketta is rumored to have important friends and relatives out westward, towards Numeriador, and he has not dared trouble her before. Olmkan fears that Cairmach may be working up his nerve for a overt takeover of Rood; if the widow's treasure is anything like what the rumors claim, he will be able to hire enough brigands to usurp even more of the river towns.

The only resident of Rood who could provide assistance in this matter is the crazed healer Belcarsûl, who is known to have traveled far and entertains friends stranger then those of the widow herself. Because of an old head injury and too many cups of the herb merrig, Belcarsûl is a shadow of his former self. Only Olmkan can make sense of the healer's babbling, but Belcarsûl's knowledge of poisons and antidotes remains encyclopedic.



Sisebuth

THE ENEMY

Cairmach currently leads a modest band of cutthroats, mostly southern renegades and soured and evil Rivermen, who prowl the countryside around Bree and the Brandywine in search of easy booty. Cairmach himself is an experienced fighter of mixed Dunnish blood who has all but claimed Rood as his own personal fief. No decent people will move to Rood until Cairmach and his men are driven out or killed.

The Task

Adventurers might take the blunt approach, simply attacking Cairmach or Sisebuth. If they take this direct and brutal course, the Rood village council will not thank them, for Cairmach's men could go on a rampage, and the villager's have no way of knowing that the adventurers are not about to do the same. An alternative move—and one that the mysterious stranger Tallfell (see below) will concoct if one of the PCs doesn't think of something more clever—would be to trick Cairmach into a blatant move and hopefully an embarrassing defeat by pretending to have taken over the widow's house. They could make a show of tearing the place up, and Belcarsûl might announce at the Silver Tree that they have located the room in which the chest lies, but have not dug it up yet. Then comes the tough part: battling Cairmach and his men. If the party doesn't do their reconnaissance correctly, they will fail to discover that the dozen or so thugs he keeps in the village are only a shadow of his strength; most of his people are tending sheep and cattle with Bree-land brands along the edges of the Nencar Bogs, Given a few days time, he could besiege the house with up to a hundred armed men, and things could get very sticky indeed.

Some characters in Rood are not exactly what they seem:

Elótiel Eketta has a name that would startle any student of Eriadoran history. She is a true descendent of the ancient Dúnadan house of Eketta, and the relatives "out west" of whom she occasionally speaks are the Rangers of the Haven of Huolond, hidden in a valley on the western shore of Lake Evendim. Estranged from her family after the deaths of all of her sons fighting Trolls in Rhudaur, she retired to Rood some fifty years ago with a few servants, ensconcing herself in a comfortable house built by her grandfather. All of her older servants have passed away over the years, and she has feared to hire new ones in Rood. People who meet Elótiel will be impressed by her tall regal bearing. She is not really insane, but she looks to be in her ninth decade (actually her thirteenth) and is obviously sick with her years, tired, bitter, and lonely.

Beul, a middle-aged, fearless, Dunnish woman with graying hair and a booming, ragged voice, is the only servant still working for Elótiel Eketta. Beul knows Cairmach. Years ago, "in the old days' in Dunfearan, long before she came to Rood "to take care of the Good Lady," Beul was Cairmach's lover. She will cheerfully taunt him, if he threatens anyone around her; and he will surprise everyone by being cowed, as long as she does not push him too far. Beul loathes the "Gondor-folk" (her name for all Dúnedain) and dislikes tall people in general. The adventurers will have cause to suspect Beul's loyalty, since she often has secret conversations with some of Cairmach's ruffians. She is merely gathering information.

Tallfell, allegedly a trapper from Caras Celairnen, will wander into this situation when he decides it's worth the risk or when Belcarsûl the Healer comes out of his drug-induced haze and asks Tallfell's help. He is actually Halbarad, the youngest of the Captains of the Rangers, and he was just passing through town when he heard the rumors about the Widow Eketta, The Rangers are not fond of interfering with local governments; Elótiel, at her request, has received no visits from them in years. Now things have gotten out of hand in Rood, and it will be a week or more before Halbarad can get substantial help from "Bloodletter" (the code name for Tol Lammenfirith, near Caras Celairnen) or from "Misthall" (Huolond Haven). In the meantime, he will make do with whatever material is available in the village.

Worshem Cobble, a Hobbit hide-trader from Greenfields in the Shire, is a Shirriff of the Northfarthing. He is visiting Rood anonymously to check on a rare phenomenon: "Wild Hobbits," actual Hobbit ruffians hidingout in the Nencar Bogs, called by the Shire Hobbits "Pig's Corner" or "Sty" because of the low quality of the folk dwelling there. He has discovered that most the troublemakers of the Sty have signed up to work for Cairmach, the town boss. Worshem has sent several warning letters south already, because he believes that Cairmach may be preparing for the first major bandit raid on the Northfarthing since the time of Golfimbul and Bullroarer Took. If he is convinced by the adventurers in Rood that they are serious about dealing with Cairmach, he could summon two dozen of his "Bounders," the Shire border Shirriffs—they would arrive in the village in as little as three days. A couple hundred of the Hobbitry-in-Arms might follow in four or five days.

17.0 THE FATE OF KINGS

The following scenarios entangle the adventurer in conflicts involving mighty forces and powerful rulers. Any of them could result in the capture of the Witch-kmg's or Sauron's attention and interest. The adventurers may find, whatever their personal inclinations, that they must choose sides in the continuous struggle between good and evil in Eriador.

17.1 THE BANNERS OF THE HIGH KING (S.A. 3430)

Setting: Eriador in the midst of the War of the Last Alliance.

Requirements: A team of savvy warriors and mages, able to deal with any sort of natural or supernatural threat.

Aids: The good will of the people of Eriador and such help as they can manage to give in the midst of war and chaos.

Reward: The friendship of Kings, with lands and titles for those who survive the journey.

THE TALE

In S.A. 3431, storms of fire, light, and madness criss-cross Elendil's northern kingdom as Sauron strives to keep the High King from leading his army south to Gondor, The Palantíri have already delivered a message of hope to Isildur and Anarion, but three banners must be carried across a Demon-haunted landscape to Lórien. They are confirmation of Gil-galad's pledge to Elendil; the hunt for the banners, unknown to the PCs, diverts the eyes of evil from espying the Alliance's march, and along the way an Elvish traitor shall be revealed and delivered to justice.

If the banners are successfully raised in Lórien, King Amdir will certainly join the alliance against Sauron. Durin IV, King of Durin's Folk, and Thranduil of Greenwood await his word. They will bring with them to the war most of the scattered men of the Anduin vales and Rhovanion. Galadriel, Gil-galad's ambassador in Lórien, believes the banners can aid her diplomacy, but she is more interested in the Lauraiwë (Q. "Golden Bird"). This is not an object, but a comely name for a traitorous agent of Sauron. The Lauraiwë has eluded traps both natural and magical over the last few centuries since his name fell into Noldo hands. Galadriel's sorcery and a shrewd deduction based on a pattern of murdered soldiers in Arnor have led her to believe that the betrayer will be part of the party escorting the banners. To smoke out the traitor, she has made certain arrangements with members of the company.

THE PARTY

GM Note: *If the players have characters of their own from this period, they can be added directly to the escort accompanying the banners to strengthen it. Another interesting way to run the scenario is as a dream of past lives, brought upon certain player characters of the mid or late Third Age by sorcery, either friendly or hostile. Each player can have one of the characters listed below to run as his own, or they can run "twins" of their own characters re-described as additional members of the company. If your tastes run in that direction, even the traitor can be run as a player character. It is important that no one playing a character knows of the expedition's "historical" outcome; they instead learn after the adventure that their actions are part of the tales of the ancient wars. The dream-adventure can haw any one of a number of goals: recovery of magic items lost on the trail, revelation of the traitor's true identity, or recovery of the remains of one who perished along the way.*

The following warriors of the Free Peoples accompany the banners south; they are listed here according to their rank in the company:

Fergerin Tarma, Emissary of King Elendil. A notable member of the Dúnadan nobility of Arnor, Fergerin is not particularly intelligent, but he is of true heart and brave as a lion. He suspects that this party is being used as bait or distraction of some sort, but will not admit to his suspicions unless sorely pressed.

Elenfaroth Ringnor, Emissary of Gil-galad. A Noldo, the only member of the company who knows that Lauraiwë is present. Elenfaroth, along with the rest of the Elvish leadership, believes the traitor to be a male Elf or Half-elf, but he knows the power of Sauron's magic and trusts no one. A golden hawk charm kept in his pocket can be used to cast a first level *Detect Evil* spell once per hour. It only works when Elenfaroth suspects some activity of Lauraiwë's. Once the traitor suspects that such a device is in the company, she attempts to assassinate Elenfaroth and get rid of it. What she does not know is that it can, if discarded, call others from up to five miles away and provide them with a limited amount of knowledge concerning Elenfaroth's mission and death.

Camrenir Uial, Aroquen Tirrim. Soldier of Arnor and knight of the royal guard. He is directly responsible for the protection of the banners. Unimaginative, but deadly in combat, Camrenir has Elvish blood and limited night vision. He admits to neither.

Lady Erdîniel of Ithilien. A granddaughter of King Isildur of Gondor, she traveled north with him after Minas Ithil fell to Sauron's forces in 3429. Erdîniel stayed in Arnor after Isildur returned to Gondor, acting as an unofficial envoy. Proud and not particularly friendly in her demeanor, she did not do well in that role and now welcomes the chance to use this expedition to return home by way of Lórien. She only grudgingly obeys the orders of Emissary Fergerin, since she is quite aware that she has social rank higher than anyone else in the company.

Alagarn Haënadan. A half-Hillman, half-Dúnadan from Rhudaur, Alagarn has risen to become a Captain of the Royal Rangers through sheer talent. He knows he is scorned by the pure-blooded Dúnedain of the settled country; his resentment shows in his gruff, reclusive manner and his distrust of anyone of higher rank then himself. Alagarn suspected that this mission was too dangerous for him to bring along Kaliel, his daughter and only family, but Alagarn's friend Glorfindel of Imladris offered to provide the child with magical protection.

Sáraldawen. A Silvan healer from Lindon. Of good heart, mild disposition, and considerable skill, she has seen more of war then virtually anyone else in the company, but prefers not to remember her painful experiences. Sáraldawen is a personal friend to Rieane, the Elvish Queen of Arnor; she knows little of humans, considering most of them duplicitous and violent, but she is gracious enough company on the journey.

Merindë Rúliltar. Sinda Elvish scout. Well known to most of the Elves in this company, she has dwelt in Harlindon since the early Second Age, acting as a Guardian of the Border or living on her own in the forest. Merindë is the Lauraiwë; her friends do not know that her time "in the forest" was mostly spent acting as an agent of Sauron, seeking to regain the Age before the Noldor and the Edain troubled the Elves of Lindon. She intends to subtly weaken and misdirect the company during this trip, acting overtly (knifing the wounded, for instance) only when she is sure of leaving no trace.

GM Note: *Lauraiwë has been rendered partially invulnerable to the magic of Sauron and his servants, and therefore automatically succeeds at all resistance checks she makes on this mission. She is still vulnerable to elemental attacks, and avoids them. Note that no servant of Sauron encountered by the company, save for the most powerful Demons, will recognize her identity.*

Warriors of Lindon. Three Sinda guards assigned to the banners and the Emissary of Gil-galad. Somewhat stand-offish, because they feel they should be with the main muster of the Elvish kingdom. Only Elenfaroth and these three know that the Host of the West is marching directly in the wake of the banner company; one of them deduces, after the party has been attacked several times, that the banners are being used to distract Sauron from marching of the host. At least one of them stands near the banners at all times during the journey.

Rhivilyr. Four soldiers of the Dagarim Ereter, the Arnorian noble armies. They rotate duty standing by Fergerin Tarma when he is at rest, sharing the task of guarding him with his two servants. They also keep a watch on the banners in the same fashion as the Elvish guards. Bregor, the youngest and most sociable of the soldiers, is a secret drug addict who will seek out sources in the villages the company visits. When his "herbal medicine" is in short supply, he also has occasional fits of paranoia concerning the Elves in the party—he then feels they can "smell him out."



Merindë Rúliltar

Dethor and Ergrem. Servants of Fergerin Tarma; stout fellows, but after a *few* attacks on the company, Ergrem loses his nerve and attempts to sneak out of camp and flee,

Measgan. Dunnish servant of Alagarn Haënadan; loyal, smarter than he appears. He spies for his master and carries a hidden dagger.

Camp Servants. Four of them, all from Fergerin Tarma's household. One is a Sauronic spy who saw this expedition as an opportunity for advancement and maneuvered himself into it; he slowly fells into a state of nervous panic as he realizes what a deadly business he has volunteered for. The Lauraiwë is aware of his presence and without revealing her identity, makes use of him.

Kaliel. Introduced as Measgan's eleven year-old niece, but actually Alagarn Haënadan's illegitimate daughter. While she acts as a camp servant, she does so with a dignity strange for one of that rank, and observant members of the company note that the gruff Measgan never man-handles or scolds her.

GM Note: *The Wegec Measgan has, indeed, sensed something quite powerful about Kaliel. A "lordly stranger" actually a servant of Gil-galad's, gave her a golden hawk charm like that of Elenfaroth Ringnor. The charm, which she keeps quite secret, gives her a +50 bonus to her DB. It is somewhat sentient, and Kaliel converses with it; it can cast one defensive spell on her each round if she requests such help.*

Kaliel's charm has a direct empathic link to the Lady Galadriel in Lórien. The charm channels the power for its spells directly from the Lady, One-half of any damage inflicted on Kaliel will travel back the other way. Kaliel also has Galadriel's 90th level resistance to magical attacks; if she is in dire straits or the Lauraiwë has revealed herself, the charm can transform her into a simulacrum of Galadriel to battle the evil. Each time this occurs one-half the Constitution points of both the Lady and the child will be drained.

The Banners

The banners bear the heraldic symbols and colors of Elendil, Gil-galad, and Aldarion, the Númenórean prince who first promoted an alliance between the Noldo and Dúnadan realms. They are of a size and material suitable for service as diplomatic tokens, but can serve as battle flags if necessary. All are magically protected against damage, defending as Ch/12(-50). Any servant of Sauron who touches them takes an electrical shock equal to a +150 Lightning Bolt. They travel in steel cases that share these defensive powers as long as the banners are inside them. Each case unfolds into a 8' tall staff suitable for a horse-borne standard-bearer.

Banner of Lindon. A triangular pennant, 2' wide at the base and 12' long. Marked with a cluster of silver stars on an azure field. This banner adds +30 to the DB and mental resistance of its bearer. All area effect elemental spells do half damage within 30' of it.

Banner of the High King. Similar in size to the banner of Lindon, this pennant is made of black silk. A white tree is emblazoned on it; about the tree *is* a circle of seven stars, and above it a gold and silver crown. The Banner of Elendil will add +20 to the DB and RR of the bearer, and the same to the morale and resistance to fear of any friendly being within 40'.

Banner of Aldarion. Square-ended, steel gray in color, with a great white sailing ship at its center. Long the symbol of the colonial Protectors of Cardolan, it serves Elendil as a diplomatic banner and naval pennant. It adds +10 to the DB and RR of its wearer and negates half the effects of any dangerous wind or rain within 60', either natural or magical.

One Elf and one Man of the escort company stands near these flags at all times during the journey. Lauraiwë must be careful not to touch the banners, although she will not trigger their defensive bane unless she makes an overt attempt to steal them.

The Escort Company on its Journey

The banner company expects to travel mounted and will shed some of its servants if it cannot maintain its herd of horses. Elenfaroth Ringnor rides a true Elvish horse named Maryalindë. The remainder of the Elvish party members are mounted on nimrych (standard Elvish mid-horses). All the Men in the company ride Eriadoran long-haired mid-horses. A spare animal, constantly surrounded by mounted guards, bears the three banners in their cases. The camp-servants, who ride at the rear of the column, lead a string of six spare horses that carry most of the company's extra baggage. The child Kaliel, who can handle a horse, normally travels sitting on the baggage.

The Elvish members of the expedition rest for four hours a night from the rigors of travel, although they can eschew sleep or meditation for days if need arises. Horses and Men need eight hours of rest to retain their strength and energy. Whenever possible, the company pauses at night in an inn or barn. When such is not available, the five senior members of the company, along with Fergerin's two servants, take their repose in a single large tent, a circular pavilion some 30' across. The banners are placed on the floor of this tent, within sight of virtually everyone inside. Measgan and Kaliel erect a separate tent, and the remainder of the party sleep under the stars on bedrolls.

ERIADOR IN S.A. 3430

Arnor is more populated in this era than in the 17th century of the Third Age, but outlying areas have been evacuated under the pressure of Orcish raids and other afflictions. For random encounters, the GM may use the standard tables with the following modifications:

a) On an encounter chance die roll between 66 and 80, the encounter is with "signs of war," In the towns and on the main roads near them, these signs comprise soldiers and refugees. In the countryside, abandoned or burned buildings, murdered travelers, slaughtered animals, or the remnants of old camps, Orc-trails, and skirmishes comprise such signs.

b) If the encounter chance die roll is between 81 and 100, the area has been afflicted by a were-wind (see below). This result may occur no more than once every 3 hours on the town, city, and forest columns. The characters may eventually notice that the people they meet see were-winds only once per week, whereas the company should be encountering one or more per day. They are, quite literally, attracting the storms. This problem will cease once the Lauraiwë is slain or driven away.

c) No Hobbits roam late Second Age Arnor. For city and town encounters, replace "Hobbit" encounters with Elves. In the countryside, replace these encounters with Warg and wolf-rider scouts. In either case, note that the scouts are not interested in a fight save with the most helpless of travelers. They spy on Arnorian military movements and report the march of the banners to the nearest agents of the Dark Lord.

d) The Saralainn and Tyrn Gorthad columns of the *Encounter Table* are not used. Check these areas instead on the Cardolan Highlands column. Pay attention to the map key (see below) to modify encounters for other local circumstances.

THE WERE-WINDS

In addition to standard encounters, Were-winds, storms fostered by Sauron's magic, are sweeping across the country. A protective spell or a building with a minimal amount of protection against evil magic (see Section 9.0) prevent all of the afflictions of a were-wind save those caused by the direct force of the wind. Combinations of *Cancel Essence* and healing magics, cast over a 1-2 day period, cures the victims of the were-wind lightning.

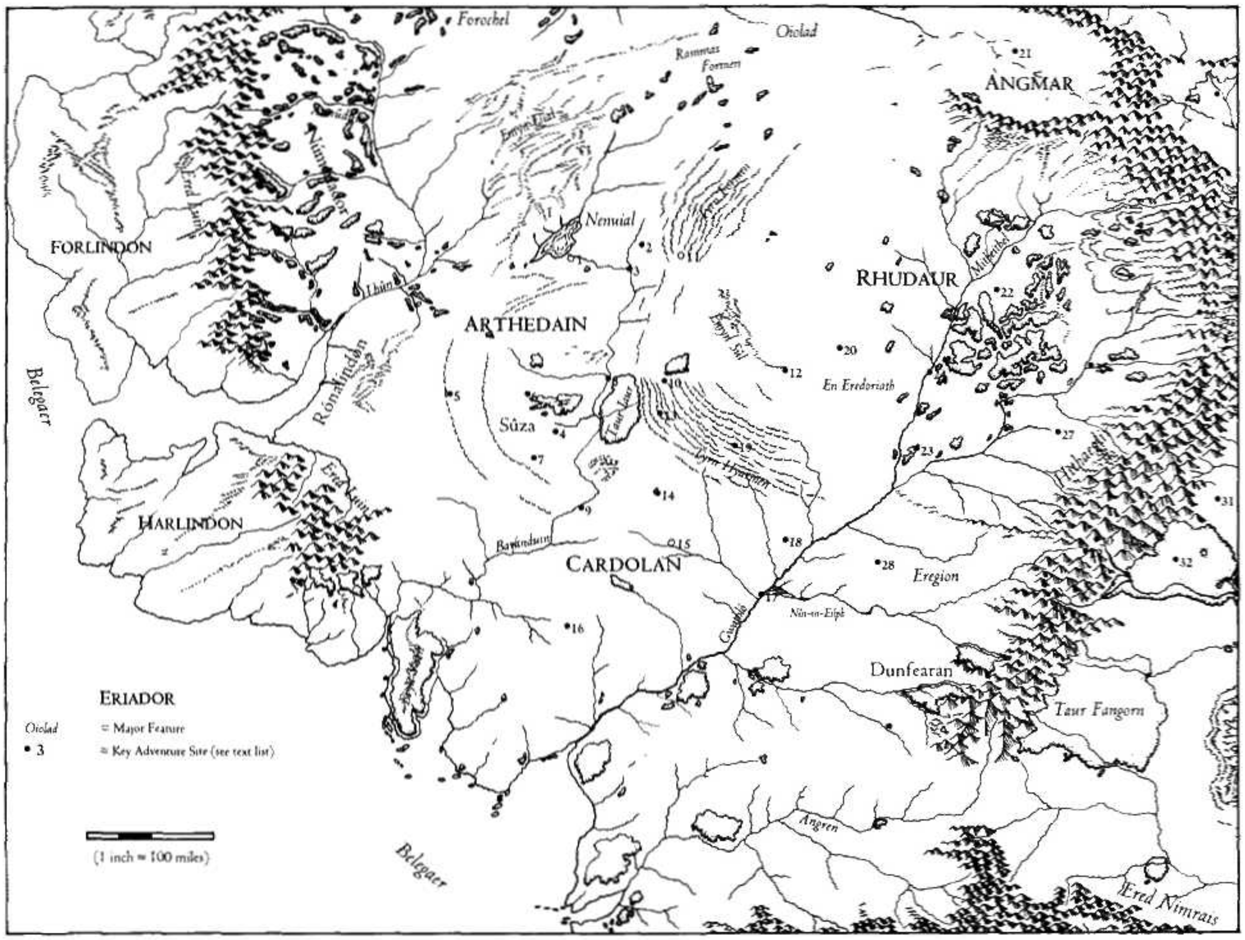
01-20 Storm damage and "bent" plants and animals are encountered. The damage resembles that of an exceptionally severe thunderstorm or windstorm. Some "bent" (changed or mutated) plants and animals simply appear curiously injured or scarred; others have strange growths and humps or deformed limbs. By daylight, all bent animals are unusually skittish or irritable, avoiding direct light; plants give off secretions that are burning to the touch and poisonous when eaten (1st level, 1-10 hours at half Strength due to nausea). At night, stricken animals—regardless of whether they are normally flesh- or plant-eating—lurk near camp and herds, their eyes glowing with a slightly lurid reddish light, seeking to satisfy a mild craving for fresh blood. Bent plants move about randomly in the darkest hours, not attacking anyone, but making rustling noises that sound like the whisperings of lost souls.

21-60 Signs in the distance. A storm cloud is seen on the horizon, one with a strange purplish cast to it; multi-colored lightning and curling cloud fragments like the claws of a great beast may also be noticed. The were-winds move from northwest to southeast, leaving a trail a half-mile wide. If the party crosses a storm-trail, wind and rain damage and bent creatures ate apparent.

61-80 A near-miss. The storm passes overhead without the strength to reach the ground. There are wind-gusts and scattered rain, as if from a failed thunderstorm. Anyone looking upon the swirling, twisting, blue-gray and violet clouds must resist a 10th level attack or see hideous apparitions in them. Seeing the apparitions causes 1 minute of cowering per 5% of RR failure and the loss of 1-10 Constitution points. Demons under Sauron's domination present in the vicinity may mentally call this storm down to attack the company as noted below.

81-100 Were-wind. Lasts 10-100 rounds. Anyone not under cover suffers a +40 "Unbalancing" attack each minute from ferocious wind and driving tain. A sickly purplish glow lies upon the landscape. Lightning in a kaleidoscope of colors plays about the company. 1-10 creatures or people must resist a 30th level attack or suffer a lighting strike, taking one of the following random effects (roll a D10):

- **1-2:** A "B" electrical critical, "C" if the RR is missed by 20 or more.
- **3-4:** Random mutation. Distortion of a limb or lumpy growth somewhere on the body. The victims eyes glow mildly red in the dark. Humans can generally control the slight craving for blood that accompanies this mutation.
- **5-6:** Spasms. Generally ill health (Constitution is halved) accompanied by muscle tics that cause a "B" Unbalancing critical every 1-10 hours for 1-5 days.
- **7-8:** Taint of evil. Victim commits one evil deed every night for the next 2-20 days. Depression causes nightmates and a -30 to Presence bonus and morale.
- **9-10:** Illness. For 1-5 days, Victim loses 2-20 Constitution and Strength points per day and takes an "B" Impact critical from hemorrhaging. Until the illness is broken or cured, the victim will gradually turn a mottled purple due to deterioration of the blood.



Eriador

Map Key

1. *Annúminas.* Most of the major thoroughfares have been completed in the brand new city, but construction on the great dome of the Royal Halls has been interrupted. The spring of S.A. 3431 brings a great mustering of soldiers, most them hidden beyond the forest east of the Annúminas. A haze hangs over the city every morning from their campfires, and an occasional east wind wafts the acrid scent from numerous horses over the Baranduin and up to the lower city. Within Annúminas, teams of soldiers make random inspections of strangers and carts, while others busy themselves killing any crows, bats, or other strange animals found loitering. Watchposts and alarm trumpets have been placed along the shore of Nenuial; were-winds, storms spawned by the power of the Dark Lord, sweep across the lake periodically and send great water-spouts smashing into the lake shore.

2. Nan Turnath. There are scattered villages in the province; use the standard Arthadan *Encounter Table.* Nimlon's bandits (20 2nd level Dunnish warriors) lurk east of Rood; scouts will bring them down upon the banner company. Nimlon is unaware of the true strength of his his opposition, but he possesses a ring with a powerful fire elemental stored inside to scatter his enemies before a dawn attack.

3. Rood. A healthier town than in later centuries, full of foreigners forced out of Annúminas and Fornost for security reasons. Two spies leave town to warn Nimlon if the escort company passes through here; one does so by canoe and one by horse. Two days after the banners leave Rood, the first company of the Dagarim Aran passes through the town and sweeps the foreigners out. Elendil himself follows two days after that, and Gil-galad in two weeks.

4. Siragalë. If the company travels south from Annúminas, they are obliged to use Elvish trails to get though these Silvan woodlands. Encounters rolled as "Men," if away from the royal roads, are instead Sirannar.

5. Mich Hollow,

6. Wood Junction.

7. Buhr Sachem. Mich Hollow, Wood Junction, and Buhr Sachem, located at woodland road crossings, are home to small villages of Northmen. The Sirannar allow them to hunt and trap in the immediate area. They trade with the Dwarves passing to and from the Ered Luin.

8. Baranduin Bridge. Recently completed, it is two carts wide, half the size of the later Bridge of Stonebows. A small toll-tower at the east end has been surrounded by an earthen berm and stockade to hold a garrison of a hundred men. Siranna and Sinda Elves hold a similar sized encampment on the western side, just out of sight of the road. The Arnorian garrison escorts the banner company from here to Bree if they feel threatened.

9. Iach Sarn. Dwarves in the service of Elendil man a small tower on the north bank. Merethorn and Elindiel, the ruling Lord and Lady of Siragalë, camp in the woods on the north bank; Erdûrkor, Baron of Girithlin, is mustering men and supplies in hidden camps southwest of Fordhall village, on the south bank. Any traveler who wanders away from the road suffers arrest and questioning by soldiers. (As noted in Section 11.0 of this module, a Sauronic priest is in the area trying to summon a Troll-demon to destroy these mustered armies.)

10. Bree. Bustling with activity, much of the last harvest's surplus of crops and animals has been purchased and marked for use by the Arnorian army. No one in town knows when the great march begins, but three Sauronic minions are nosing around hoping to find out.

11. Fornost and the North Downs. Not as populated as in later centuries; only a few buildings *in* the citadel have been built, along with a few dozen houses in the higher quarters. A valley east of Fornost shelters the second largest mustering of soldiers in Arnor. When orders come through from Elendil, this army marches directly for the Last Bridge.

12. Tower of Amon Sûl. Encabion, the Steward of the Tower, has spent much of the last two months casting weather magic to protect the herds of sheep, cattle, and horses staged here for the great march eastward. No were-wind can strike within 20 miles of the citadel, but those in the 20 to 40 mile range will be of double normal intensity.

13. Tyrn Gorthad. Spellcasters of the Arumbarlië (see Section 8.0) based in the town of Andrath have been busy this past winter driving evil priest and barrow wights out of the sacred mounds. Their efforts have left the road from Bree to Andrath the safest in all of Eriador (ignore evil encounters). Just east of the baronial seat at Fealond, the Demon Erfaukor, guarded by a dozen Half-trolls and a score of Orcs and Wargs, is waiting for some sign from his master to begin attacking traffic on the South Road. He is super-intelligent and hyper-intuitive; the banners and the Lauraiwë will certainly attract him.

14. Dol Tinarë. The Hir Nienna Istariel gathers her forces at the junction town of Metraith, anticipating a march over the Misty Passes or south through Calenhyarden. As the commander of Elendil's southern wing, she will delay the party a full day to discuss matters with the two emissaries and give them personal messages for King Amdir. See the description of Dol Tinarë in Section 11.0 for further complications.

15. Metraith. Thalion Palace has not been built, but a lord's villa on its ridge-top site is the headquarters for Hir Nienna. A mad seer named Theowyrn currently wanders Metraith predicting the doom of Arnor. Naturally a decent man, he is prone to Sauron's mental influence due to an unfortunate magical experiment. Theowyrn will organize a riot against members of the banner company that could result in a lynching. Three assassins also lurk about town, including one passing herself off as a "courtesan" of the highest quality.

16. Minhiriath. The Hiri of Ethir Gwathló and Dol Calantir have been gathering provisions, mainly grain and salt mutton, for over a year, preparing for the anticipated march eastward. Many of their best soldiers are already at Tharbad; Orcs from Creb Durga and Trolls from Enedhwaith afflict those left behind. Travelers unfamiliar with the coastal regions will note the "newness" of the villages and forests. Scarcely a century has passed since the Akallabeth, and the tidal waves from the fall of Númenor destroyed everything within a mile of the shoreline.

17. Tharbad. Elements of armies of the lords of Cardolan and the Royal Army of the South gather here, actively patrolling the region and hunting down mannish and animal spies in the city. They are commanded by Curimardin, the aged Prince-Protector of Cardolan. The old warrior is the last remnant of Númenórean colonial rule in Arnor; when he dies, Elendil plans to abolish his office. Curimardin wears distinctively elaborate armor and decorative purple and red robes; such flamboyance has long been out of fashion in the realms in exile, as it is a reminder of the corruption of fallen Númenor. There are currently no Sauronic spies in Tharbad strong and confident enough to attack the banner company on their own initiative; the Lauraiwë can, however, seek out some of them and bully them into a ramshackle attack.

18. Fëotar. Borrin, the Hir Fëotar, is missing and believed slain; he was taken in battle this past week by a "bandits" lurking about the Tyrn Hyarmen. Trolls were believed to be the culprits. At his castle Mindoliriel, twenty miles up the Mitheithel from Tharbad, chaos reigns, since the baron's heir is in Gondor fighting in the wars. Kalvanyawen, Borrin's widow, is trying to bring order out of the confusion, but she is no military leader.

19. Tyrn Hyarmen. Orcs and wolves have chased most of the shepherds and farmers from the highlands, but the real threat in the South Downs is Gurtoron, an Olog with powers of mind control. He and his fellow Black Trolls have recently arrived m the area; they revealed their presence by ambushing Hir Fëotar and capturing him, Gurtoron, who possesses Demon blood, is positioned to intercept the banner company on either the East Road or the road along the Mitheithel, assuming his scouts warn him in time. Borrin, suitably enchanted, will aid in his attack.

20. Eredoriath. Hir Eredoriath spent much of his time this winter hunting wolf-riders and Hillmen raiders. He currently operates in the area of Morva Tarth, and his commanders can spare little strength to aid the banner company.

21. Angmar. Dwarven miners control Carn Dûm, Orcs of Gundabad swarm over the plateau, aided occasionally by a pair of small Dragons. The Baron Eldanar leads Arnor's border defense.

22. Rhudaur. Most of the Hillmen remain neutral in this conflict, but a few take advantage of the "Tall King's" problems to raid his outlying settlements. Inhabitants of the scattered Dúnadan and Eriadoran trading posts and villages along the Mitheithel and the Men Ered live in a state of terror. Trolls are drifting down the river valleys, prodded by Sauron's sorcery, and the border Rangers are hard-pressed to keep track of them.

23. The Angle. The Eriadoran villages along the lower Bruinen and middle Mitheithel face continuous raids by renegade Hillmen and other evil folk; Orcs now control the central hills of En Egladil.

24. The Last Bridge. The Inn of the Last Bridge has been fortified against the Sauronic forces raiding the Angle. It is manned by a small detachment of Arnorian soldiers and has gathered a number of refugees. For more than a week, the inn has been cut off from the rest of Arnor by a mixed force of Hillmen, Trolls, Orcs, and Wargs. The Dark Priest who leads the Orcs holding the bridge summoned a gigantic water elemental from the river to slay the Captain of the Arnorians, but the monster cannot move from the river to attack the inn. Three Elves from Rivendell are within the stockade; they know that Elrond's concerns lie eastward toward the Misty Passes: the Half-elf would lead a force to the succor of the refugees, if his attention could be drawn this way. They believe that this is a situation the Dark Priest wishes to avoid and the reason he has not destroyed the bridge. Actually, the priest has been informed that important people are soon to be crossing the bridge from the west, and he wants them to do so unmolested.

25. Rivendell. Elenfaroth, if he still thinks he has a traitor in the company, will not wish to enter the valley of Rivendell. The Lauraiwë, curiously, has visited the Elven haven several times. She fears and admires Elrond, and maintains a careful attitude of non-belligerence towards his person and household. In this way, she always has avoided triggering Imladris' magical defenses. While she is in the valley, she attempts no evil deeds and stays away from the house and the presence of Elrond.

26. Misty Passes. Glorfindel and a mixed detachment of Elves of Rivendell and Dwarves of the Ered Luin are striving to keep evil Giants and Orcs from blocking the pass. The banner company will be warned to avoid this area.

27. Bruinen Fells. The territory east of the Bruinen is patrolled by Elves as far as twenty miles south of Rivendell. Beyond this patrolled area, one day's ride south of the Fords of Bruinen on the Men Ered, the Northman village of Grey-shelter has been overcome by dark sorcery. All of its fifty or so inhabitants are now undead, and the wraith who leads them hopes that Glorfindel or some other important Elf will come south and walk into his ambush.

28. Eregion. The Elvish haunts that trouble this region usually deter any evil intrusion, and patrols from Durin's City have not had, until recently, any problem keeping the roads clear of evil. Sauron's strategists have now confounded the region's defenses; a company of Avar Elves from eastern Endor hunts the trails of Hollin in Sauron's name. A rumor still unconfirmed by Dwarven and Arnorian scouts suggest that a Dragon or two have moved into the ruins of Ost-in-Edhil.

29. Khazad-dûm. Small patrols to the west and north of the West Gate have been ambushed and wiped out by forces unknown. King Durin IV reacted by pulling in his outlying Dwarvish garrisons, possibly in anticipation of sealing the gates and waiting out the crisis. This would leave the mannish inhabitants of the gate villages helpless. Dwarvish volunteers led by Khain the Mark, a leader of the realm's merchants, have decided to stay outside and uphold their personal obligations to the Arnonans. If the banner company is desperate and there are no Sinda Elves accompanying it, an attempt may be made to persuade the Guard at the West Gate to allow passage through Moria. (This is a Sheer Folly maneuver (-50), but if the party has slain a Dragon in Eregion and can prove it, add +100 to the diplomacy die roll.)

30. The Redhorn Pass. Caradhras is awake (see the entry for the Misty Mountains in Section 11.0) and the Dark Lord is currently using a fragile telepathic link to prod him into action against traffic over the pass. Galadriel can detect and contest this activity from Lórien, if she has not been disabled by an attack on Kaliel (see above).

There is a 10% chance per hour spent above the tree line in the pass that Caradhras notices the company making the crossing and attacks. Galadriel, if the banners have managed to come this far, spends all her time near her mirror in Caras Galadon. 1-5 rounds after the mountain begins its attack, she notices the disturbance and begins casting spells to calm the Maia down or wrest control of it from Sauron.

The Dark Lord is projecting his power over a much longer distance. He will do so at 90th level (+20 Base Spell OB). He has unlimited power points, but the GM must keep track of the amount by which the mountain succeeds at any resistance checks; when the total reaches 200 percentage points, Sauron's link is broken, and the mountain is free of his influence for a month.

Also on the mountain is a Sauronic strike force consisting of a Wind-demon and four elementals. They strike at some high, narrow place in the pass soon after Caradhras attacks the party or at the company's first night camp site, if the mountain fails to notice the travelers. Anytime they attack, the mountain must make a medium maneuver (-10) to spot them, at which point it changes sides and attacks the Demon.

31. The Anduin Vales. If the banner company enters the vale, a swarm *of* evil creatures from Gundabad moves south after them. It will take hard riding and some rear-guard skirmishing to get clear of the Orcs, Wargs, and wolves.

32. Lórien. An Elvish force will meet the banner company at the Mirror-mere, near the east gate of Moria, and escort them to Caras Galadhon, the seat of Amdir. If the Lauraiwë has not been detected at this point, she makes a final attempt to seize the banners and then tries to escape southward towards Fangorn. She does not wish to enter Lórien, if there is any suspicion about her; no scrap of information is so trivial that Galadriel cannot use it to scry the spy's identity.

17.2 TERROR AMONG THE TOMES (T.A. 1409)

Setting: The vast halls and chambers of the Royal Library of Annúminas during the Witch-king's offensive against Arthedain.

Requirements: A band of experienced fighters and magic users eager to battle, sneak by, or deal with Malborn and the Witch-king's rampaging forces.

Aids: Inside information and assistance from the traitorous Seer, Malborn, would be most useful. Malborn knows the locations of valuable texts on magic and spells and commands seven personal guards who know of his treachery and profit by it.

Reward: A master set of Spell-texts and Rune-books or 150 gold pieces per volume, if the books are delivered intact to the King at Fornost, (Other less reputable buyers may pay even more.)

THE TALE

In T.A. 1408, the Witch-king's hordes attack across the Oiolad against the Arthadan and Cardolani defenses in the Weather Hills. In a few weeks, the Tower of Amon Sûl is taken and Wolf-riders and Easterling cavalry sweep across southern Arthedain. The Dúnedain gathered at Annúminas are soon overwhelmed, and any hope of saving the records and documents residing in the old Royal Library is lost.

Surviving the onslaught of the Orcs is a master set of Spell-texts derailing and describing all known Essence, Channeling, and Mentalism spell lists in nine large (20 pounds each) volumes, perfect for students of magic. In addition, six bound books bearing actual runes have survived, for they are hidden and protected by a cover which dampens power emanations, thus avoiding *Detection* spells. All of the books are made of materials which are virtually impossible to burn or destroy. For this reason and the fact that they weigh so much and do not appear to be magical, the Orcs have not disturbed the books.

The rune-bearing books, each of which weighs 10 pounds, contain runes that may be used only once a year. The books include runes for each of the spells on the following lists:

For *MERP*:	For *Rolemaster:*
1. Open Essence lists	1. Seer Base lists
2. Mage lists	2. Animist Base lists
3. Bard lists	3. Alchemist Base lists
4. Ranger lists	4. Astrologer Base lists
5. Open Channeling lists	5. Mystic Base lists
6. Animist lists	6. Sorcerer Base lists

An especially valuable find is a bound volume entitled *A Seer's Guide to Using the Stones,* It contains twelve runes, one usable each month for a period of only seven hours, and allows someone with little or no formal training to use a Palantir. If the same person uses a different rune each month for a year, he or she will be able to use a Palantir with no further assistance.

Additional hidden texts describe healing herb, poison lore, and animal lore as practiced on Númenor and brought to Middle-earth by the Faithful.

THE ENEMY

Like the self-inflated and grasping person he is, Malborn (who calls himself "Ar-Elon") the Seer is determined to get his hands on the master set of Spell-texts and the Rune-books hidden in the library before they are lost to the pillaging invaders. He could then become, for a limited time—but for the Witch-king himself—the most powerful spellcaster of the North. Malborn plans to extend his fields of knowledge and power and to raise himself in the eyes of the Witch-king, his secret mentor and benefactor. Should he succeed in getting his hands on the books, the Seer would return with them to his stronghold on the northeastern edge of Fornost. Orcs of the Urughash tribe, led by Strulug, and evil Hillmen roaming the area in search of booty, present additional problems to fortune-hunting adventurers. Those wandering too far may meet formidable foes in the Cave Trolls of the Sharkai band, currently camped in the Taur Edain after aiding in the destruction of the city.

THE TASK

The choice facing the adventurers is clear: will they attempt to seize the fragmented records on their own, avoiding both Angmar's Orcs and Malborn's vigilant eye, or will they offer the Seer assistance, taking the chance that he might have them murdered? The very bold might strike a deal with Malborn and double-cross him, fleeing toward Fornost with the tomes. One complicating factor is that Malborn cannot be seen consorting with Arthedain's enemies. Of course, he might explain to Arthedain's King and court that he and his men were risking their lives to rescue the valuable records left behind in the wake of the battle. Adventurers had best have a glib tongue to explain what assistance they can offer Malborn, for he takes no unnecessaty risks and would shed the blood of others with

little compunction to protect his own precarious position. Should the evil Seer succeed in returning to his residence, Malborn High, with the texts, audacious adventurers may attempt a raid or a burglary. The books could then be returned to the King for the stated reward. In any case, a visit to the Seer's home could prove useful, for on the second floor Malborn harbors jewels, magic weapons, scattered gold pieces, and his own set of spell lists in a chest under his bed. The vain Seer's wardrobe alone is worth 50 gold pieces.

17.3 HUNT FOR THE WARLORD (NOVEMBER, T.A. 1643)

GM Note: *The military campaign and raid described here can be played as the culmination of the political situation described in Section 7,2andcan used as a follow-up adventure to Sections 16.3 and 16.4. The layouts for Creb Durga given in section 14.3 are keyed to this scenario. In addition, the map and key below describe the area around Creb Durga at the time of the war.*

Setting: Central Minhiriath, in and around Creb Durga, the Warlord Ardagor's citadel.

Requirements: A medium-sized group of adventurers well-versed in politics, fighting, woodcraft, and stealth. A competent ranger and mage are probably needed, but fighting abilities are of the utmost importance.

Aids: The support of a Cardolani-prince and his army, should the need arise and the party be sophisticated enough to make use of them. If the group lacks a healer, some useful herbs could be made available, and a copy of a rather poor map of the area will be provided, if the PCs request it.

Reward: The Tinarë forces will pay 10 gp for any prisoners recovered alive, or 2 gp for each body. There is a standing reward of one copper piece for each slave freed from the caverns of the Orcs and 20 gold for each Troll's head brought back, flesh or stone. Any greater success, such as the death or flight of the Warlord, will bring greater rewards.

THE TALE

The political maneuvers in T.A. 1642 have been converted, by the shrewd diplomacy of Prince Arvegil of Arthedain and Prince Hallas of Dol Tinarë, into a general alliance against the Warlord Ardagor. A series of pitched battles in the summer of 1643 have led to a sort of diffuse siege of the hill mass of Creb Durga and the cavern systems underneath the hills. The Warlord intends to keep the forces under Hallas at bay by fortifying his caves and raiding the Dúnadan camps at night through secret entrances, hoping that the chill of autumn in Minhiriath will drive the foes from his gates. Much to his surprise, Hallas has kept grimly to his purpose throughout the first frost and the first snow, spending what little remains of his family treasury to bring supplies from Tharbad, bribe his less committed mercenaries, and hire new men to replace those felled by the constant skirmishes and the more continual perils of sickness and cold. Vigorous foraging and raiding by both sides have left the landscape around Creb Durga both barren and dangerous. The Warlord, deprived of the local harvest by Hallas' army, may soon resort to devouring his slaves to survive the winter, and there is an air of urgency around the Cardolani camps.

THE TASK

A scouting party into the rocky heart of the Creb Durga hills has disappeared without a trace, and one of Hallas' captains wishes to send a party of magically-skilled adventurers in to attempt an investigation and possible rescue.

THE ENEMY

The Cardolani are sure that there are one or more Troll-holes among the hills. What they do not know is that the Warlord himself has left the Orc-caverns and taken up residence in an old cave complex at the center of the hill-mass. The missing patrol stumbled upon location of the Warlord's lair, and his elite Troll bodyguard made short work of them. Only two remain alive, and the evidence of their capture has been carefully covered up. The Warlord has always relied on gorcrows and traps to provide security for his headquarters, but the surrounding armies and the furious early winter winds have slain or driven away the birds and exposed many of the traps. There is an opening here for skillful adventurers, one that might bring them glory and a reputation across the length and breadth of Eriador.

THE CAMPAIGN OF THE LORDS ALLIED, T.A. 1643

The map shows both the disposition of the forces in the siege and the events leading up to it. Note that all the roads are patrolled, and any travelers have to give account of themselves and may even be arrested if they fail to show writs of passage or commission from the army.

1. Delbarad Steading. Once the home of a knight of Dol Calantir, it was lost to the Warlord four years ago. Captured by Tinarë forces under Lord Celedur in July, its keep is occupied by a company of Tinarë soldiers. The knight who once ruled here holds the village with some Calantiri militia and pretends he has been restored.

2. Quiel. Town on the road called the Men Narda. Now mostly deserted, it was the first important village to fall to the Warlord in T.A. 1638, Hallas' army, aided by a Fëotari contingent, took it in late July while the Warlord mobilized his field force of wild Orcs, wolves, mannish mercenaries, and slaves on Entamundo (called "Endgame Ridge" by the soldiers just west of town). The ridge was cleared in mid-August, and it is now the primary Tinarë supply center in the Highlands. The officers of the garrison, unfortunately, have been given the job of exorcising an evil spirit reported on the ridge (see #5). They have been holding nightly gambling sessions for the past week; the worst card-player in Quiel will be nominated to take a squad out on the ridge after dark.

3. Highland Junction. Prince Minastir of Arthedain led a contingent of the Royal Army to this isolated crossing of trails in the Girithlin Highland and defeated a small force of Orcs and wolves in a rare moonlight cavalry charge. He then built a fortified camp southeast of the junction on the Len Mordo, the trail leading south along the River Minsiril past the Warlord's lair. While forces sent down from Fornost hold this camp and raid south and east against the Warlord's foraging parties, Minastir's long supply line back to Iach Sarn is guarded by the veterans of his Arthadan Army of the South, Hobbit levies from the Southfarthing, and, secretly, companies of Siranna Elves aided by agents of the Guardians of Lindon. In spite of this protection, bandits and Orcs have made raids that have done Minastir's plans and forces real harm, and he has begun to suspect that the Regent of Girithlin, pledged to support him in this war, may be sabotaging him instead.

4. Edirey Steading and the ruins of Edirey Keep. Once an eastern outpost of Hir Girithlin, the village has been ruled by Saralainn and the Warlord in recent years. Minastir drove its Orcish/mannish garrison into the ruins after his victory at Highland Junction and kept them there. A discontented Cardolani mercenary garrison now holds the place, and Pegmar, a mysterious character who may work for either the Regent of Girithlin or for Angmar, is trying to bribe them into "resigning unannounced," i.e., deserting. Unknown to Captain Erig, the commander of the garrison, a force of Orcs and other evil creatures from the Eryn Vorn is gathering in the hills to the west of Edirey; if his command abandons the village, the scattered Arthadan army might well be surprised and overwhelmed, leaving Erig to become a famous traitor and possibly take the blame for the death of a Prince of Arthedain.

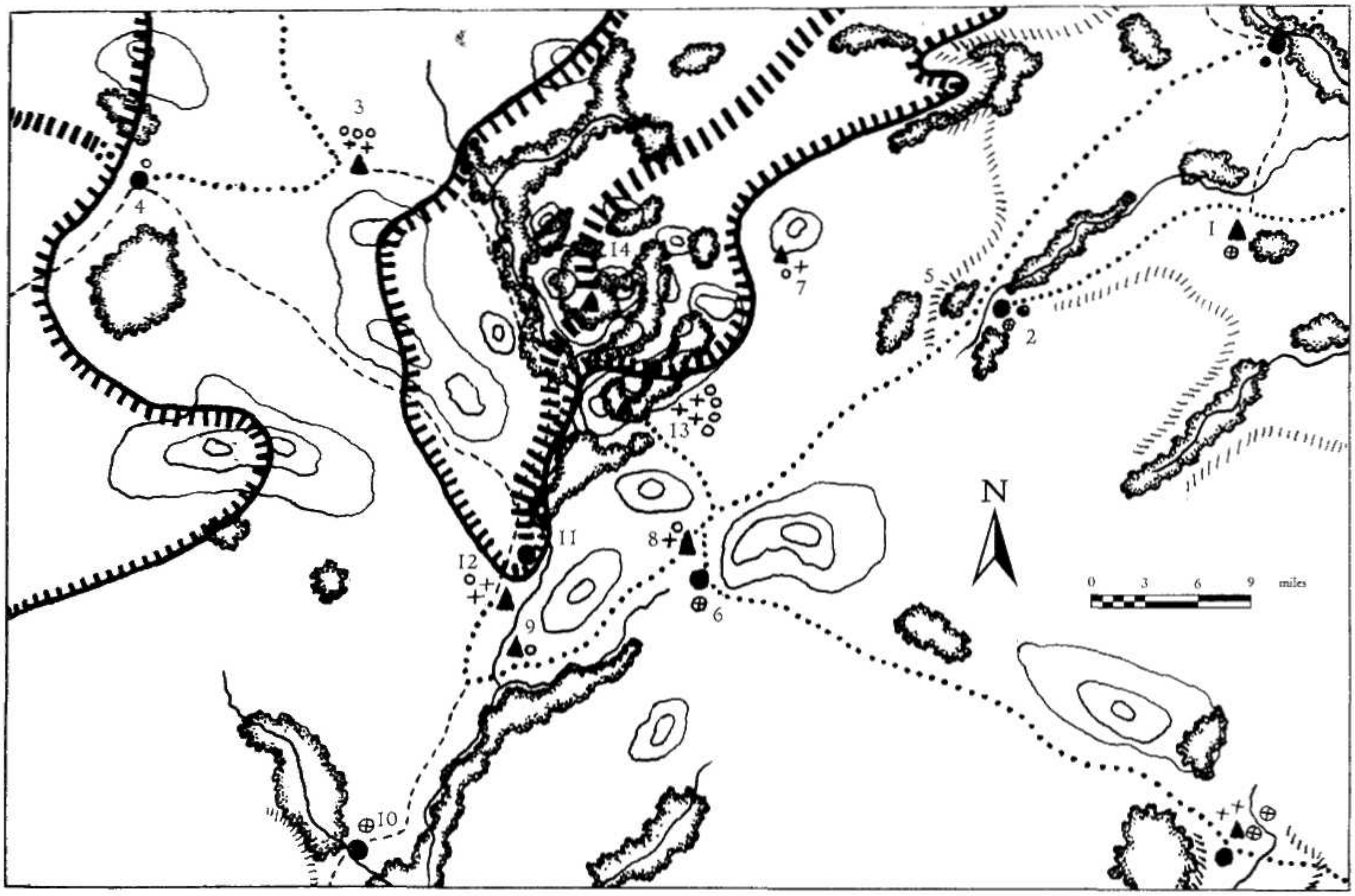
5. Endgame Ridge. Ardagor built up a position here in July, hampered in his plans to retake Quiel from the Lords Allied by the long daylight hours and Prince Hallas' meticulous attention to his protections against night attack and his anti-Troll defenses. After he was forced to withdraw some of his forces to counter Prince Minastir's approach at the end of July, Hallas went on the offensive; the Battle of Quiel was decided on August 11, when Lord Celedur, Hallas' son, led a dawn assault on the eastern flank of Endgame Ridge and crushed that half of the Warlord's army, including most of his dependable mercenaries.

The Cardolani are usually careful about disposing of the dead on the battlefield, but at Endgame Ridge they failed to locate the body of a man named Ephcamreca. This Dark Priest was the Warlord's seneschal before he was slain by an unknown crossbow man during the battle, and he has become a demi-wight, an undead creature, cursed to haunt the battle-field taking out his rage on any living creature he meets until his body is burned or exposed to the light of the sun. To date, he has slain only a few grave robbers and some Orcs sent by the Warlord to retrieve his magical staff; however, he has used his magic to turn some of his victims into ghouls, and he will be sending them forth to deal with his enemies in the village. Someone must defeat Ephcamreca before he summons enough willpower to leave the ridge and enter Quiel himself, searching for the man who owned the crossbow quarrel still imbedded in his head.

6. Dol Ninden. Princess Finduilas led her own forces and the "Raggers" mercenary company against this town immediately after word came of the Tinarë victory at Quiel. Captain Tarhad of the Raggers provided most of the military leadership for this short campaign, but the Princess gained the greater share of the glory after using her spells to slay the only Olog in Minhiriath as he led a counterattack against the Cardolani forces. Since the capture of Dol Ninden, Finduilas has obeyed only the letter of her responsibilities to the Lords Allied, sending a steady trickle of supplies from her domains to the Tinarë. Tinarë hirelings are doing her share of the fighting.

7. Dol Ormë. This is an outlying promontory of the hills that comprise Creb Durga. Taken by Hallas' forces in late August, the fortified camp was recaptured by a violent night attack led by the Warlord himself in September and had to be captured a second rime. The mercenaries stationed here are suffering from poor morale in their exposed position on the hilltop. The commander, a Northman knight named Elfwine, is incompetent and a drunk. He is not patrolling aggressively with his cavalry, negating any benefit Hallas might have gamed from holding this position, which is squarely on the Warlord's line of communication with Angmar. Cuag Machbair, the Captain of the Dunnish mercenary company manning the walls of the camp, lacks the social rank to get Elfwine removed and is considering having him "accidentally" killed before his slovenly soldiering invites another night assault.

8. Crossroads. Captain Daeros and the horsemen of the Cruaidh Maraich stormed into this fortified crossroads shortly after the battle of Quiel, scattering and slaughtering its Orcish garrison. They claimed the best of the supplies the Warlord had gathered here for their own and settled in for a long stay. They use "Ninepin Junction" (their name for the camp) as a base for their patrols along the Men Narda.



ROAD OR PATH

ALLIED SUPPLY LINES

WARLORD SUPPLY LINE

CAMPS & FORTRESSES

VILLAGES

WARLORD CONTROL

COMPANY OF INFANTRY

COMPANY OF CAVALRY

COMPANY OF INFANTRY

Campaign of the Lords Allied

9. Barad Esher. An old Calantiri tower, this keep was the target of the Raggers' 1642 campaign, when they were still in the pay of the King of Saralainn. The Troich-Armchleasah took it from the east in mid-September, under the command of Lord Celedur. It is a dirty and foul place after being an overcrowded Orc-tower for four years; the Jagged-Ax, the mercenary company garrisoning Barad Esher, calls it "Buhr Stench." While they might wish they were somewhere else, part of the problem is that they are too lazy and ill-disciplined to clean up the tower themselves or be trusted with some other duty. Fiorel of Saralainn has an agent on hand trying to buy the tower from them on behalf of King Lanaigh.

10. Chalnen. Saralainn's northernmost outpost along the Minsiril, this village was the base for the Raggers' 1642 campaign against Barad Esher. It is known as "Vice-town" to the mercenaries who come here on leave from the camps around Creb Durga, and it has been accumulating camp followers, spies, deserters, and various agents of vice ever since the weather started turning cold in September. The local Saralainn clan chieftain, Chulainn, is selling supplies to both sides, Hallas and Minastir both would cheerfully hang him on the spot, if either caught him out in the open dealing with the Warlord's agents. The survivors of Nar's Hackers are gathering in Chalnen (see #11 below).

11. Deveney. Once a pretty little village, Deveney suffered under four years of Orcish occupation, then was taken by Tinarë forces and sacked and terrorized by the Hackers, the mercenary company left behind to defend it. When the Warlord led a counterattack to retake the village in October, the villagers did not aid the Hackers; Captain Nar was killed, and most of the his soldiers were slain or taken by the Orcs. The survivors of the debacle are reorganizing in Chalnen, and they plan on murdering the survivors of Deveney, if the village is retaken.

12. Minsiril Camp. Khanli of the Troich-Armchleasah commands here. He set up camp in late October and is organizing raids up the river to cut off Deveney and prepare for another attempt to capture it.

13. Lodge Camp. Called "Trollhead" by the mercenaries. This was originally an old hunting lodge with stone walls and several good wells. Hallas took it in September, and his main army is now based here. Ardagor personally disemboweled the Easterling captain who let it fail intact into Tinarë hands. Celedur and Tarhad of the Raggers are the best of the leaders here, and they have been sending regular raiding parties into the Creb Durga hills to drain the Warlord's strength and pin him down in his caverns.

14. Creb Durga. This knot of hills has always been attractive to evil creatures. A significant percentage (10%) of all encounters are with ghosts and ghouls, most created by the ancient power of Creb Durga out of the remains of those who have died fighting in the battles of the past few months.

17.4 INTRIGUE IN FORNOST (T.A. 1643)

Setting: The Arthadan Royal Court and the capital city.
Requirements: A small, wily group willing to risk their lives for gold and a King's good will.
Aids: Knowledge of court gossip (purchased from underpaid court servants)and, if the patty are new to Fornost, a map of the city, obtained from scribes at the Royal Library of Fornost for five silver pieces. (Such maps are notoriously unreliable.)
Reward: 1000 gold pieces for the party, if the mission succeeds and they survive to claim it. At the discretion of the King, each loyal adventurer may also be given a trinket: a silver royal eket worth 10 gp; such a royal sword guarantees safe passage in all lands friendly to the Arthedain.

THE TALE

Argeleb II, King of Arthedain for fifty years and hailed by most of his people as a wise and fair ruler, is despised by some nobles, who find him both weak and stubborn in his weakness. They remain particularly upset by his granting of the Shire to the feckless Hobbits in 1601, for to many of them Hobbits are little better than rodents with speech and farming skills. The rebel nobles also want to join their private armies with that of the crown and wage an aggressive campaign against Angmar's border defenses. The Tarmas and the Ekettas have no illusions about marching upon Angmar in full force; rather, they want to weaken the Witch-king's forces enough to discourage another invasion from the east, and eventually to win a victory spectacular enough to gain Gondorian assistance for a major campaign into the Angmarean heartland.

THE ENEMY

The two most powerful of the Great Houses of Arthedain, the Tarmas and the Ekettas, scheme to depose Argeleb and to put forth one of their own, Marl Tarma, as King. To complicate matters for the King, young Marl Tarma is a popular political figure who in his official capacities acts as both a Captain of Arthedain's Rangers and as a court advisor in matters of state. The hero of several border skirmishes, Tarma counts on his overwhelming appeal to the military, the nobility, and to the common folk of Fornost to calm their fears after the rightful King is forced to yield the Scepter of Annúminas to him, the first time in Arthedain's 800 year-old history that such an abdication will have occurred.

Tarma's faction plans to assume control of the military and the government during the annual mid-Summer celebration, the Erulaitalë. The King will visit several towns in the Fornost area before and during the royal festival; when he is most vulnerable, he will be seized and persuaded to give his blessing to the new reign. Tarma will be crowned immediately in front of the cheering crowds.

THE TASK

Hearing of the plot, Argeleb II has decided not to round up and try the conspirators in open court, for many of the Tarma and the Eketta family are popular and powerful figures in Arthedain. Also, all of the information the King's agents have gathered to date is hearsay; not one shred of damning physical evidence exists. Thus, the King has decided to foil the plot as it hatches. To do so, he needs agents of his own, lesser known or unknown folk who can remain in the shadows until it is time to strike, to infiltrate (or spy upon) the rebel ranks, quickly gain their confidence, and at the last moment, to betray them. The King will provide to willing and loyal adventurers (who understand that they will be put to death if they betray his confidence) maps and time schedules of the rebels' rendezvous points as they meet in the weeks before the Erulaitalë to plan their overthrow of the monarchy, (These valuable facts were obtained from Jo-nag, the owner of the Seven Stars, who pretends to be a supporter of Tarma and his clan.) The secret meeting points include: the Seven Stars, a tavern in the heart of the city; the Royal Armory within the walls of the King's castle, where Marl Tarma himself leads the discussion; and the Royal Dining Room within the King's chambers (where Argeleb will await and confront the traitors). Those accepting this dangerous task might employ tactics as different as persuasion or power, but they must not fail. And they must swear themselves to silence unto the grave.

18.0 THE RANGERS OF THE NORTH (T.A. 1974-F.A. 120)

Formed after the fall of Arthedain and King Arvedui's death in T.A. 1974, the Rangers of the North carried on the unbroken Line of Isildur throughout the chaos of the Third Age and into the promise of the Fourth. Although they lacked a state to govern, the leaders of the Rangers, who called themselves Chieftains, were nonetheless royal in bearing and breeding, regardless of their woodsy apparel and suspicious demeanor. Besides battling Orcs and other servants of evil, the Rangers established and maintained watchtowers and observatories on the frontiers of Eriador and sheltered the heirlooms of the northern Dúnedain at the Elven haven of Rivendell. Granted a longer lifespan than that of their brethren in Gondor, the secretive Rangers persevered and overcame the tests of time, preserving themselves as a political and military entity for a millennium.

THE FOUNDATION OF THE RANGERS

The fall of Fornost in T.A. 1974 was followed by a scouring of the landscape like nothing seen in Eriador since the fall of Ost-in-Edhil in the Second Age. It was the intent of the Witch-king that neither man nor beast of Arthedain should be left alive by the spring of the next year. To a large extent, he succeeded in this goal, and the knowledge of his success probably contributed to his decision to flee when confronted by Glorfindel at the Battle of Lake Nenuial. Crown Prince Aranarth, the only senior member of the royal government to survive the debacle, found the Twilight Hills and the North Downs uninhabitable, the buildings and towers destroyed, the stock slain, and the forests and orchards burned to the ground. Arthedain could not be re-founded.

Because of his shame for what he perceived as his father's failure to adequately fulfill his oaths to protect the subjects of the realm, and because there were still assassins searching for him amidst the swarms of refugees crowding the camps at Caras Celairnen and the Harlond, Aranarth kept a low profile during the spring campaign that destroyed the Angmarean army and the lightning follow-up that purged the country of the last of the invaders. Many of the surviving Arthedain left for Gondor not knowing that an heir to the Line of Isildur still lived. Over the course of the next two years, in which the Host of the West, consisting of Gondorian, Elvish, and remnant Arthadan forces marched eastward to the very gates of Carn Dûm, Aranarth let himself be announced only as Knight-Captain of the Royal Rangers. Crown Prince Eärnur of Gondor, who saw no reason to promote the nobility of a man who could have claimed the throne to which he intended to ascend himself someday, willingly went along with this pretense.

All the while, Aranarth was making plans and negotiating with those few people who represented the remnants of the elite of the old Arthadan society. An oath was sworn by Aranarth and a few close friends in early T.A. 1976, as they gathered around the last paiantír of the North, in the Elostirion, the White Tower of the Emyn Beraid on the border of Lindon. They pledged to dedicate themselves to completing the work that Arvedui and their forefathers had left undone, to protect the land that had been Arnor and all of its peoples, until all oaths had been kept and the few hopeful prophesies of the centuries of decline and weakness had been made true. This was the true beginning of the Rangers of the North; few present at that little-known meeting understood how many generations of Men and how much blood, toil, and sacrifice would be needed to keep the promises so made.

The core of Aranarth's organization was the old Feryth Aran, the Royal Rangers. Their symbol was the Elenriss, the silver brooch, shaped like a six-pointed star, attached at ceremonies to the left shoulder of each Ranger's gray, hooded cloak. Traditionally the Elenriss could not be awarded even to royalty without a full vote of a Company of Rangers on the worth of the recipient, and it was long the most coveted symbol of heroic achievement in all Arthedain. Aranarth bonded his old Ranger command to the officers of the armies and the masters of the religious orders who had shown their quality in the war. The Elenriss would be the symbol of this new Gol a Toronath Forferyth, the Order and Fellowship of the Rangers of the North.

THE PRESERVATION OF THE DÚNADAN LINE

Because the purpose of the Witch-king's assault had always been to exterminate the Dúnedain of the North, Aranarth decided that one primary goal of the new Rangers was to maintain the bloodlines of the Lords of Men. To accomplish this, he enforced strict segregation of the members of the Order, This policy, which forbade access to the inner circles of the Fellowship of Rangers to anyone of lesser lineage, was ill thought of by many, including Master Elrond. Those of the Commons of Arthedain who'd fought bravely in the war were denied the full protections and benefits of membership in the Rangers, leading some of them to join the southern exodus and deprive Aranarth of their talents. Over the years, other non-Dúnadan would be enlisted to the service of the Order, and even awarded the Elenriss, but the star could not give them free access to the Havens and villages of the Forferyth; additionally, the star was given on the premise that it be returned to the Order upon the bearer's death, so that no unworthy heir or outsider might gain unearned privilege.

Restrictions were also applied to marriages, with the intent that all children supported by the Fellowship retain the pure bloodline of the Dúnedain. This, and the separation of the Ranger's dwelling places from those of other men, meant that they would, always be few in number, and their hold on the North country tenuous and shatterable by the casualties of just a few lost battles. Aranarth, none the less, bound himself to his vision, believing that the physical and mental heritage of Númenor was a priceless advantage his people could not afford to lose; his heirs followed his example for fifteen generations. A selfless discipline like that of the Faithful of old was taught to every child of the Order, and the loneliness of the Ranger's life was compensated by the surety of loyal comrades on any journey and a friendly home and hearth waiting at the end of it.

18.1 THE RANGERS IN THE THIRD AGE

Secrecy and a tightly knit structure, both key aspects of the ancient orders and fellowships of Arthedain, were incorporated into the Rangers of the North. Only a few people outside of the Elves even knew of its existence as an organization. The Farothrim, as the Silvan Elves called them, or "The Grey-hillers," the name used by the Saralainn clansmen, were viewed as just another clan of wild folk, like the Dunlendings, Dwarves, and Rivermen—prone to wandering in dangerous places. It was known that they were exceedingly dangerous, and tending to deal harshly with ruffians and troublemakers of all breeds, but this was considered to be a sort of tribal quirk. The leaders of the Rangers encouraged this belief. The humble title of Chieftain that they used for themselves was steeped in Adan and Northman tradition, but served also as part of the camouflage of the Order. So, too, was the lack of uniform or badge in their everyday dress. The title of Captain was the only other rank used within the Order, and none of the leaders were called by anything other than their given name save while on safe ground.

Only the male heirs of the Line of Isildur could be the Chieftains of the Rangers. Each Ranger swore unswerving allegiance to his Chieftain, who was the unquestioned authority in all matters political and military. At no time were there more than several hundred Rangers in existence. They lived in "havens," small steadings and villages along the northern fringe of habitable land in Eriador, some of them based on old Arthadan monasteries and towns, some built secretly in new locations, easily isolated and protected from snooping Wargs and frontier bandits. Rivendell was the occasional home of the Chieftains and their families, although western locations nearer to the settlements of Men were favored when times were quiet; Tol Lammenfirith, near Caras Celairnen, was the primary training ground of the Farothrim and their chief center of lore and study. Other havens and outposts of the Order were built and maintained, some of them for hundreds of years. Throughout the long Age of Abandonment, as the Rangers' scholars termed it, these dwelling places were moved as the troubles of the northern lands shifted, as they were discovered and harassed by the evil creatures who still haunted the country, or as death and depredation caused the numbers of the Order to wax and wane. Ultimately the Rangers were, as the Bree-landers put it, rootless and wandering.

THE SCHOOLING OF THE RANGERS

Traditionally, the eldest son of the Chieftain was born and raised in the safest of the Rangers' havens. In his family's house, the young Dúnadan prince was instructed in the traditional ways and lore. When his studies were complete, the Heir of Isildur was ready to guide his people in their age-long and purposeful fight to protect and preserve the Shire and other settlements in what remained of Eriador. He was also expected to find a mate and to produce an heir, and to take on the other responsibilities of a King in exile: to inspire confidence in his followers, and to confirm their faith in the promise of a reunited Dúnadan Kingdom. That it would take more than 1000 years from the time of the fall of Arthedain to resurrect a North Kingdom was unknown to these princes, but even if they foresaw it, they were possessed of an Elven manner and a noble cause and found the patience to endure and persist.

The training of the other children of the Rangers was only slightly less rigorous. The members of the Order were expected to preserve all the traditions of the northern Dúnedain, those of the scholar, crafter, and mystic, as well as those of the soldier and ranger. Any Ranger, whether of the villages or the retreats, was rigorously drilled in both Elvish and mannish languages, Númenórean and Eriadoran history, song and poetry, and herb lore. Few children of the true bloodlines of the Dúnedain were lacking in intellectual capacity, just as few were without strength and endurance on the trail.

THE WOMEN OF THE FAROTHRIM

Female members of the Order were also educated, unlike many of the daughters of lesser Men. While their paramount duty, belonging to such a small and scattered people, was to bear and rear children, the Dúnadan women, like their ancestors in the Arthadan nobility, had many years of their lives where they were not so burdened. They always demanded and received a fair share of the schooling and training available in the Havens and took a corresponding share of responsibility for the lives of their people and the maintenance of the villages. While only a few of the women of the Order in each generation actually earned the Ranger's star, all were exceptionally talented, including in their number many of the few true wielders of magic.

18.2 THE WAR OF THE RING AND AFTER

With the unveiling of Sauron and the Nazgûl around T.A. 2951 and the coming War of the Ring, the Rangers faced their greatest challenge: to protect the Ringbearer, and to overcome Saruman and the evil genius of the Dark Lord. Their victory can be seen as something of a miracle, or a quirk of fate, or both. Regardless, it was a striking accomplishment. The fifteenth and last of their stateless Chieftains was Aragorn II, who assumed his title in T.A. 2933, at the age of two years. As is recorded in *The Downfall of the Lord of the Rings and the Return of the King,* Aragorn was the chief mannish hero of the War of the Ring, and in T.A. 3019, as King Elessar Telcontar (Q. "Strider Elfstone"), he fulfilled the undying Arthadan longing when he reunited the kingdoms of Arnor and Gondor after Sauron's destruction.

Throughout an Age which saw the Arthedain defeated, scattered, and finally homeless, the Rangers nonetheless managed to carry unbroken the line of the Kings of Men and were able to retain their ancient culture. No matter their losses in number, their battered and shrinking spirits, a supreme Arthadan pride in their long and uninterrupted tradition of loyalty, reason, and justice saw them through. In Aragorn—singer, poet, King, healer, warrior, and visionary—a man who would lead other Men into the Fourth Age, they produced the predestined hero to complete the Arthadan dream of one, united kingdom of the Dúnedain and to raise high the banner of peace and hope for all peoples bloodied and bewildered by the War of the Rings.

THE FOURTH AGE

As the Third Age closes, the scouring of the Shire is completed with aid from the Rangers. The oppressors Sharkey (Saruman) and Wormtongue (Gríma) are killed, their despised regime overthrown. Brave Hobbit-heroes return triumphantly to claim their rewards; the Shire turns to peace and fruitful greenery. All is well, at last, in the land of the Halflings.

But far to the north lie the weathering ruins of Annúminas, and to their east, the fallen towers of Fornost, now called "Deadman's Dike." Thorns and weeds gather in the courtyards where Kings and seers once conferred. Ravens light on the crumbling porticoes of the ancient halls. In the cool hills, the Forferyth find that their Havens no long need to remain secret. A new Prince Regent, formerly a Captain of Rangers and unfamiliar with the finery and ceremony of formal government, dwells in Tharbad for a time, eventually hoping to build a new home in the northern lands. Gondorian soldiers and Dúnadan Rangers eye each other warily in Eriadoran outposts that have not seen their like in a thousand years. The title of Chieftain is used no more, as King Elessar prepares to resurrect Arnor and its capital of Annúminas. The Kings of Men seem to belong to the past now, but for a while these legends sit on a throne that strives to create peace for the scattering *of* common men still living in Eriador, and the Rangers of the North can now openly bring hope to people who have had little for untold years.

18.3 THE ORGANIZATION OF THE RANGERS

The Chieftain of the Rangers is always the Heir of Isildur, that is, the senior male descendent of the Kings of Arthedain. While the Rangers take pride in this line of rulers never being broken during the Age of Abandonment, some provision was always made for the succession in the event of the Chieftain's premature death. The traditional number of Ranger Captains is four; all must have earned their star, and at least one must be one of the heirs to the Chieftainship, so that experienced leadership is on hand in the event of a tragedy.

Typically the Farothrim live in a half-dozen villages and monasteries, or "havens," scattered across northern Eriador. Although they are theoretically sworn to defend all of the lands of ancient Arnor, tradition and lack of resources keeps most of their efforts within the old Arthadan boundaries, particularly around the Twilight Hills, Bree, the Shire, and the Brandywine settlements. At any given time, a few of the Rangers dwell in other places, such as Rivendell or Lindon, and occasionally one may settle, particularly for purposes of retirement, in a village of Men, When there is a need, the Rangers build and maintain steadings or watchtowers in country where there is a persistent problem with raiding Orcs or recurring wolf migrations—more often the Order does not have sufficient strength for garrisoning such outposts.

The Captains are assigned responsibility for one to three of the havens and also a "province," an arbitrarily bounded area of the north country. One of the havens in the province serves as home and headquarters for the Captain. He leads and coordinates all of the military and general political activities of the province, while the Thanes of the villages and the Edair (S. "Fathers") of the monasteries are responsible, under his ultimate ruling, for the day to day activities of the people. Rank within the Order is roughly determined by seniority, although there arc also informal designations—Turar (S. "Master"), Turiel (S. "Mistress"), and Yeru ("S. Old One" or "Elder")—that are eventually granted as measures of respect to the older Farothrim. Councils of Yiry advise each of the leaders of the Order and elect the Thanes and Edair of the havens. While the Chieftain is, in theory, an absolute ruler, the other leaders of the Order and the senior members of his family sit as a Council of the Rangers to provide him with advice and act as a check on his power.

18.4 CREATING A RANGER CHARACTER

GM Note: *The intense education and training provided to a child in the havens gives a Ranger many advantages over other folk in Eriador. Only Dúnedain, Elves, and Half-elves may be so trained.*

Statistics

Statistical Minimums: 50 in Intuition and Presence. 30 in all other stats.

Stat Bonuses: +10 to Constitution and Intelligence. +5 to other stats.

Resistance Roll Modifications: +10 to poison and disease.

Adolescent Skill Ranks

Movement and Maneuver: No Armor (1), Soft Leather (2), Rigid Leather (1), Chain (1).

Weapon Skills: 1-Handed Edged and Missile (2), all others (1).

General Skills: Climb (2), Ride (1), Swim and Track (2).

Subterfuge: Ambush (2), Stalk/Hide (3), Disarm Traps (1).

Magical Skills: Reading Runes and Using Items (1)

Miscellaneous: Body Development (3), Perception

Percentage Chance of a Spell List: One Ranger list is gained automatically if the character is a Channeling spell caster. If not, one Open Essence or Open Mentalism list of similar quality is learned.

Background Details

Languages: 8 additional ranks, typically in Eriadoran languages.

Background Points: Only 2, but the character also gains one Special Ability and one Special Item, as well as one skill in each of the following secondary skill categories to rank 5:

1) Any artisan or craft skill (Carpentry, Fletching, or Midwifery, for example.)
2) Any scholarly skill (History, Sky-gazing, Weapon-lore, etc.)3) Any secondary outdoor skill
3) Any secondary outdoor skill (foraging, game-Keeping, Herb Lore, etc)
4) Any artistic skill (Calligraphy, Dance, Music, Poetry, etc.)

Development Points: The Ranger character can be of any profession. He always transfers Development Points on a 2 for 1 basis, even if he has no initial points in the area to which they are being transferred.

18.5 LIFE AND DUTIES OF THE RANGERS

A Ranger's life is spent in the pursuit of tasks set by the Order. When no duties of this sort are at hand, the Ranger may relax and work on less dangerous chores in his home village. A portion of the daily routine in a Ranger haven involves the mundane labor of farming or repairing buildings and tools, but the lack of any great desire for material wealth amongst the Farothrim keeps these labors from overwhelming those available to do the work, A large percentage of the male population of the Ranger villages travels out on missions most of the time, as does a smaller fraction of the females. This dispersal of strength is the primary reason for secrecy regarding the location of the havens. A typical village haven boasts 200-300 inhabitants in following proportions:

10% Retired Rangers, mostly male. Most will sit on the Council of Yiry, and it is 80% likely that one holds the position of village Thane.

10% Active Rangers, in between their longer missions; this number will double in the colder winter months or at certain holidays or times of crisis. While at home, they engage in crafts and training or put in time on guard duty.

20% Women of childbearing years, tending to family and village business.

10% Older women, typically Yiry, healers, and senior craftsmen. It is likely that one is the village Thane, if a retired ranger does not hold the title.

30% Children of all ages. They are noticeably more alert and serious than children in other villages, but may still be seen playing a good portion of the time.

20% Non-Dúnadan servants of both genders and all ages. They are typically members of families that have been working in the haven for several generations, often descended from people rescued from Orcs and bandits. They are intensely loyal.

Half of the Dúnedain in a haven serve as physicians, scholars, or teachers, in addition to their other mundane duties. A portion of the Rangers away from the village travel on patrols providing the community with long range security—but all of the inhabitants, save for the smallest children, are responsible for guarding and defending the haven. In a monastic haven, a portion (20%) of all of the Farothrim, including the non-Dúnadan, work solely as scholars, mystics, and seers. Servants do a larger share of the mundane chores in such environments.

Missions of the Forferyth

Under the Chieftain, the Ranger leadership, known collectively as "the Captains," is responsible for sending Rangers out on missions. A list of such missions is given below; the Gamemaster may choose appropriate missions or roll them randomly on D100. Missions vary in length, but typically last for 1-5 months.

01-10 Courier: taking messages across country. The Rangers have friends, comrades, and allies as near as the next village and as far away as Umbar.

11-20 Defense: go to a specific place and protect it from whatever threats occur. You may or may not have the cooperation of the locals.

21-25 Diplomacy: travel to distant parts and try to make friends and influence people. The elite may travel to the court of Gondor; others may travel to Bree to arrange a safe-house with a peasant or a supply of barley for the horses.

26-32 Foraging: Seek out a plant, animal, mineral or object and return it to a haven. This may be a mithril sword from the ruins of Carn Dûm, a quantity of old coins buried in a cache by your grandfather, or a small, mossy plant found only on the down-scarps of the Emyn Uial, suitable for curing a newborn of the croup.

33-40 Guardian: An individual or group must be protected. They are traveling and require open escort, although they may be shadowed, if they are not to know they are being guarded. Or, assassins may be seeking a victim in his own town, and you will wait for hours or months until the villains reveal themselves and strike.

41-45 Hunt: Hunting for animals is done by local arrangement in the villages. The normal prey for Rangers on official hunts are Orcs and bandits. The leaders of the hunt will be given such information as may be available about the prey; the party will be expected to come up with a plan of search. Eliminating the targets is often enough. However, this is a brutal and addictive habit; the preferred tactic of civilized men is tossing the criminals on the doorsteps of the local law.

46-61 Leave: take yourself to a safe haven, your own or another, and dwell among friends and Dúnedain for a time; living constantly in the wild will turn you into something resembling a beast. Remember that it is the first duty of every Ranger to produce heirs to the Cloak and Star, that their purpose may be carried through many lives of men.

61-76 Patrol: march across a section of the country and discover what is there, what has been there, and what will happen with the passage of time. Most of these patrols are in Eriador, but be prepared to travel to Rhûn and beyond.

76-80 Purchase: you are entrusted with an amount of money and sent out to secure manufactured and exotic wares in distant lands. The Rangers deal only with trusted merchants when they can, but in other circumstances there may be a need for a skilled bargainer and a protective sword.

81-85 Scouting: penetrate an inhabited area and learn who, what, when, and how; a simple mapping from a hilltop may suffice or you may go undercover for years of spying.

86-90 Sortie: form a team and assault an organized enemy. Your people have little strength to waste on battles of attrition; make your plan clever, as every man lost counts against your success.

91-100 Training: learn, in a safe village or in the Elven-homes, for the Rangers' shared knowledge is their sole advantage over their enemies.

ERIADOR UNDER THE PROTECTION OF THE FORFERYTH

Eriador through most of the Age of Abandonment was depressingly empty, but also remarkably peaceful. The Rangers and their Elvish comrades in arms worked hard to keep it that way. Instead of random dangerous encounters, the GM can describe the situation in the North in terms of a few well-defined "threats." The Farothrim will be aware of and deal with those within their reach. Such threats can he divided into three categories:

Routine Threats: A pack of wolves migrating out of the Forodwaith, a clan of Orcs descending from the Misty Mountains, or a pair of Trolls moving from the hills toward a town all constitute routine threats. 1-5 of these are present in Eriador and under investigation by the Rangers at any given time. Others, of course, are dealt with by local forces. The Captains expect their Rangers to deal with routine threats without fatalities. Loosing a man to a trivial Goblin hunting party is considered a defeat.

Serious Outbreaks: Usually only one of these occurs in any given year. This might mean the appearance of unusually powerful beings or large numbers of the lesser ones, such as the Orcs and wolves. If there is time, Rangers from more than one province will organize and systematically deal with the situation. These matters are seldom settled without casualties, but the Dúnedain can not afford to let these threats entrench themselves.

Invasions and Plagues. A crisis like this comes along once every generation. It generally requires a small war and a mustering of all the Rangers, under the Chieftain, along with aid from other peoples of the north and possibly Elvish help. The losses from such an event might take a generation to replace.

THREATS AND CRISES

Roll a D10 to identify the threats randomly:

1 Bandits and Thieves
2 Beasts and Monsters
3 Tribal Raiders
4 Merchants and Migrants
5-6 Goblins and Orcs
7 Natural Banes
8 Trolls
9 Wargs and Wolves
10 Supernatural Threats

Bandits and Thieves. As a routine threat, this generally means a dozen or so brigands harassing an area, presumably beyond the ability of the local Thegns and lords to defeat. A serious threat might be an entire band of a hundred or more, dominating and pillaging a large area and lairing in an old fort or cave system. These evil sorts never become a major problem, unless they take over an entire small province or tribe, in which case, the situation requires a deft political touch so that a peaceful government can be restored.

Beasts and Monsters. A simple matter of a rogue bear or lion, a reappearance of the kelp-kraken in Nenuial, or a Dragon winging in from the Withered Heath.

Tribal Raiders. Dunnish cattle thieves are a constant nuisance. Occasional an entire band of Beffraen or Dunlendings goes on the move under a charismatic leader. On rare occasions, whole clans of Easterlings have come over the mountains, hoping to establish an empire. Such invasions are a small part of one of the grand invasions of Gondor, akin to those of the Wainriders and Balchoth. Invasions and coastal raids by the Corsairs of Umbar also fall into this category; they would represent a more organized threat, except that their native land is too distant for their government to support a true campaign of conquest.

Merchants and Migrants. Mostly a diplomatic problem. Eriadoran trappers and hunters, as well as the Dwarves who normally travel the northern road net, know how to cope with the weather and how to avoid the Troll-country and the Banes left over from the Witch-king's time. Southerners lack this wisdom and are often in need of protection or rescue. Attempts to start mines in areas known to be haunted can cause larger problems, as can the repeated attempts of Dunnish clans to move up the Gwathló directly into the river valleys most favored by raiding Trolls. In the most severe cases, money itself could be used as a powerful tool of repression. The Fellowship of the White Hand, which secretly provided the financial backing for Lotho Sackville-Baggins in the Shire, used its resources to overthrow local leaders in a half dozen small settlements in Eriador. The Ranger leaders who were trying to combat its influence were not able to reveal it as a plot of the traitor Saruman until the War of the Ring was already begun.

Goblins and Orcs. A continuous problem throughout the Third Age and into the Fourth. The Goblin-lairs in Creb Durga, the Eryn Vorn, and the Misty Mountains provide a constant supply of Orcs to Eriador, coming out of holes the Dúnedain can not stop up for any period of time. The situation could explode into a serious problem or an invasion anytime a Orc or Troll chief felt the desire to start his own empire.

Natural Banes, An unusually cold winter, a season of heavy rains, or a summer drought could cause devastation, flood, or famine throughout a wide expanse of Eriador. Though there are no active volcanoes in the country, and rather few earthquakes, plagues, avalanches, and crop blights are constant hazards. The Dúnedain suffer from these occurrences only slightly less than the other peoples of Eriador, but their ancient sense of duty compel them to provide what aid they can whenever they can.

Trolls. Like the Orcs, they are a constant problem over the years. Forest Trolls are the primary threat in the country near the Eryn Vorn and in the Gwathló basin bordering Enedhwaith. The more dangerous Hill and Stone Trolls are a far greater menace, moving south out of their breeding grounds in the northern Trollshaws whenever their numbers get too great for the local population of reindeer and wild cattle to support. The worst threat always comes when some intelligent leader arises among the Trolls, giving them organization and making it less easy to trick them onto ground exposed to the killing rays of the sun. If such maneuvers fail, the deadly work of killing them one at a time begins, and seldom can this be done without loss.

Wargs and Wolves. The most persistent and effective of the Banes of Angmar were the crazed, tainted wolf-packs that swept across the open fields of the northlands, slaughtering stock mindlessly and forcing humans to keep a constant vigil. They continued to be a plague on the country until the fall of Sauron, when the taint of madness that black sorcery had put upon the packs of the North began to fade, and there was finally hope that the last of the Undead Wargs would be hunted out.

Supernatural Threats. Undead, evil spirits and fairy creatures, Demons, and the like create the stuff of frightening legends. A Huorn attacking woodcutters could be easily dealt with, but a small army of skeletons and walking corpses raised by an evil priest might pose a threat to an entire realm. The greatest nightmare of the Ranger Chieftains, second only to a personal appearance by the Dark Lord or his Ringwraiths, was the escape from Moria of Durin's Bane. That this never occurred was considered by several Dúnadan mystics to be a proof of the good will of the Valar.



CHIEFTAINS OF THE RANGERS

As the adjacent chart shows, the Line of Chieftains began with Arvedui's elder son, Aranarth, just after the King's death and continued into the Fourth Age, concluding with its greatest hero, Aragorn II, "Strider." His heirs no longer took the tide, and the Farothrim Aran became a part of the Arnorian military. All Chieftains used the prefix "Ar," indicating their royal status and their intention to reunite the sundered Dúnadan kingdoms under one liege.

Each Chieftain possessed: the Sceptre of Annúminas, the Ring of Barahir, the shards of the sword Narsil, and the silver circlet called the Elendilmir. These were kept at Rivendell and seldom revealed in public.



Aragorn in the Wilds

Aranarth
1974-2106
|
Arahael
2106-2177
|
Aranuir
2177-2247
|
Aravir
2247-2319
|
Aragorn I
2319-2327
|
Araglas
2327-2455
|
Arahad I
2455-2523
|
Aragost
2523-2588
|
Aravorn
2588-2654
|
Arahad II
2654-2719
|
Arassuil
2719-2784
|
Arathorn I
2784-2848
|
Argonui
2848-2912
|
Arador
2912-2930
|
Arathorn II
2930-2933
|
Aragorn II (Elessar)
2933-F.A. 120

Note: *all dates indicate the Third Age unless otherwise noted.*

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes

19.1.1 PRIMARY MILITARY FORCES OF ARTHEDAIN

DAGARIM ARAN (Royal Army)

The Royal Army counts some 910 soldiers and field commanders, all organized under the King, Crown-prince, and the royal staff (see Section 9.1). This includes 810 Warriors, 90 Knights, and 10 older Knight-commanders. The basic unit is a 10 man squad *(Tulkrim)* composed of 9 Warriors and led by a Knight. Nine squads form a 90 man company *(Tirrim),* which is commanded by an Old Knight. Within each company is a mix of three cavalry squads and six infantry squads, allowing the unit tactical flexibility. This is crucial, since an Arthadan company generally marches alone and often serves as its own independent force. In times of relative quiet only a third of each company is on active duty (one squad of horsemen and two of footmen). Given the great burdens on it, the Royal Army is rarely at full strength or fights as a whole. When it does, it contains nine companies.

Royal soldiers wear black armor and a black surcoat emblazoned with the symbol of Arthedain, seven six-pointed stars arranged in a circle. Their black, leather-faced shields are also embellished with the Seven Stars of the North. Rank is determined by the color of a man's helm, plumage, and bannerette. Royal Warriors have black helms, two black wing-plumes, and black spear or lance bannerettes, upon which they place their family emblems. Royal Knights wear dark blue, while their Old Royal Knight superiors are adorned in silver. The Royal Knights of the War Circle don unique helms and maintain bannerettes peculiar to their home and line. Princes, of course, are allowed completely distinct liveries, although black armor is required.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Cordagar/10	20	175	Pl/19	45	Y10	(A/L)	180ss	170cp	10	Dúnadan / Warriors.
Princes (S. "Irnil") and Wise Knights (S. "Requain Hail"). Each knows one Animist list (to 10th lvl), has 40 PP, and wears a Lord's Ring (+2 spell adder). Their +5 black plate mail wears as AT 10. They carry +10 oval shields, +10 short swords (ikit) of Orc-slaying, colored lances, long swords (enkit), and have four loyal War-horses (only two of which accompany them, and only one of which is armored at a given time).										
(War-horses / 40)	4	170	SL/3	30	—	—	LTr70	—	30	Great-horse / Heavy horse.
Large, yet very fast. When armored they are merely fast and have a +10 MM bonus, but they defend as AT Ch/15 (-10).										
Arequain Iaur/10	17	160	Ch/15	50	Y10	(A/L)	150bs	160cp	15	Dúnadan / Warriors.
Each commands a company of 90 called a Tirrim. They are old or experienced Knights, men still fit and wily, who wear silver helms and carry +10 round-shields and +10 weapons, including a lance, spear, and shortsword (eket). Most are fluent in four languages: Westron, Sindarin, Adûnaic, and Dunael.										
(War-horses / 30)	4	160	SL/3	25	—	—	LTr65	—	25	Great-horse / Heavy horse.
Extremely durable and fast. Only one is taken on campaign. One is stabled near Fornost and the third is stabled at the Knight's home.										
Arequain / 90	12	140	Ch/15	45	Y5	(A/L)	140bs	145cp	15	Dúnadan / Warriors.
Basic Royal Knights, they command nine Ohtari, a unit called a Tulkrim (pl. Tylkrim). They are distinguished from the Arequain Iaur by their black helms and larger +5 round-shields. Each owns but two horses.										
(War-horses/180)	4	155	SL/3	25	—	—	LTr60	—	25	Great-horse / Heavy horse.
Durable and fast. Only one goes on campaign with his Knight.										
Rhivilyr/270	5	90	Ch/14	35	Y5	-/L	105ml	90cp	10	Eriadoran / Warriors.
Includes Dúnadan and mixed-blood Eriadoran folk. Superbly trained, they are fine horsemen and adept bowmen. Their black chain shirts have shoulder and sleeve modifications suited to archers. The 810 Ohtari rotate mounted duty and one third of them are assigned to the cavalry (Rhivilyr) in a given year. A mounted Ohtar uses a lance and a longsword (anket) as his primary tools. They carry two daggers and a shortsword (eket).										
(Horses / 360)	3	145	SL/3	20	—	—	LTr50	—	20	Hairy Midhorse / Medium horse.
Tough and fast, they operate effectively in the North. A third of these horses are kept as a replacement reserve.										
Ohtari / 540	5	90	Ch/13	40	Y5	N	90ss	90cp	10	Eriadoran / Warriors.
Includes Dúnadan and mixed-blood Eriadoran folk. They are equipped as their mounted counterparts, but carry a spear instead of a lance. make frequent use of their bows, and favor shortsword rather than longsword tactics.										

REMBAR TIRRIM (The Citadel Guard)

The Citadel Guard, also called "The City Guard," is the military garrison of Fornost, responsible for the security of the Citadel and the city proper; it also trains and reinforces the Fornost militia and the City Watch, The Guard is the last remnant of the old Númenórean professional military in Arthedain, so it has a slightly different sequence of ranks from the Royal Army. Each of its nine man squads is commanded by a Sergeant; nine squads make up a 90 man company, commanded by a Captain. The seven companies of the Citadel Guard are commanded by an *Arequain Iaur* with two *Arequain* as lieutenants. These three positions are normally the highest in Arthedain that can be achieved by a non-Dúnadan. It is rare for more than 5 of the 7 companies to be active at any time, the balance being "in reserve," in private employment in or near Fornost. Traditionally, one or two companies of the Guard will march with the Dagarim Aran when it goes on campaign; this keeps the guard "bloodied" and hardened. There is a rivalry between the two organizations that is informal for most but bitter for a few individuals. The term "Captain" is used informally for any army officer commanding more than two squads, but the formal titles of Arthadan knights must always be used when a Citadel Guard officer is present.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Arequain Iaur /1	20	165	Ch/15	60	Y15	(A/L)	185bs	155cp	15	Variable / Warrior.
+15 equipment. Politically skilled and well "connected" at all levels of city society.										
Arequain / 2	17	160	Ch/15	60	Y15	(A/L)	155bs	140cp	15	Variable / Warriors.
As their commander, but younger and socially ambitious. Arequain of the guard tend to marry younger daughters of the nobility.										
Captain / 7	12	135	Ch/15	50	Y10	N	140bs	135cp	15	Mix of Men / Warriors.
+10 weapons, +5 chain armor. Each has +40 skill in Arthadan law and the authority to conduct searches and investigations of crimes anywhere in or near Fornost.										

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Sergeant / 63	8	115	Ch/13	40	Y5	N	110bs	105cp	10	Mix of Men / Warriors,

+5 equipment. Each commands a squad and can wield a spear with a +80 skill at need.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Rhivilyr Rembar/ 567	5	85	Ch/13	40	Y5	N	80sp	85cp	10	Mix of Men / Warriors.

Will fight with a broadsword at the same skill level (80bs). The "Guardsmen," in addition to manning the city defenses of Fornost, back-up the City watch in the event of serious disturbances or riots. They have a +50 OB with a non-lethal, leather covered cudgel, or "Knout"—treat as a club attack with a maximum critical severity of 'A'. Rowdies who have no fear of the militia will often break morale at the mere rumor of approaching Guardsmen.

DEGERIM ERETER (Noble Armies)

Each Noble Army (sing. Dagarim Aratar, plur. Degerim Ereter) is a unique assemblage. Some are nearly as large and well-organized as the Royal Army, while others are little more than uniformly outfitted war-bands. Thus, their structures, equipment, and tactics vary, although most resemble the Royal Army in some way. Each displays the Seven Stars of Arthedain as a show of loyalty, and their soldiers wear the symbol on the chest of their shirt or surcoat, just as with the King's troops. In some cases, color distinguishes a fighter in a Noble Army from his Royal counterpart. The Eketta House, for instance, fields an army which uses white surcoats emblazoned with red stars, yet otherwise perfectly mimics the look of the Dagarim Aran.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Hirereter / 7	19	170	Pl/19	50	Y15	(A/L)	165bs	160cp	10	Dúnadan / Warriors.

The seven Hirereter (S. "High Nobles") rule the Great Houses of the Arthedain. Each is equipped in a Princely manner and generally knows at least one Open Channeling list (to 5th level). Most have a Lord's Ring which is a x3 PP multiplier, giving each 114 PPs. Occasionally, they command the allegiance of one or more lesser Nobles.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(War-horses / 28)	4	170	SL/3	30	—	—	LTr70	—	30	Great-horse / Heavy horse.

Large, yet very fast. When armored they are merely fast and have a +10 Movement bonus, but they then defend as Ch/15 (-40). Each of the Great Lords has four, two of which go on a given campaign.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Ereter / 56	15	160	Pl/19	40	Y10	(A/L)	150bs	140cp	5	Dúnadan / Warriors.

Arthedain's Nobility, they rule the fifty-six Lesser Houses. They are typically equipped in the fashion of the Arequain Iaur of the Royal Army.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(War-horses/112)	4	155	SL/3	25	—	—	LTr60	—	25	Great-horse / Heavy horse.

Durable and fast. Only one goes on campaign with his Knight.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Requain/ 210	10	135	Ch/15	40	Y5	(A/L)	120bs	115cp	10	Dúnadan / Warriors.

Typical Arthadan Knights, they command formations of either nine (140 units) or eighteen (70 units) Fighters (S. "Rhivilur"). Each can wield a +5 war-lance (100ml) and a short sword (eket, 105ss), in addition to his longsword.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(War-horses / 360)	4	155	SL/3	20	—	—	LTr60	—	20	Great-horse / Heavy horse.

Durable and fast. Only one goes on campaign with his Knight,

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Arhivilyr/360	5	65	Ch/14	40	Y5	-/L	100sp	80cp	10	Eriadoran / Warriors.

Typical mounted Fighters, they make up one-seventh of the whole of the Rhivilur. Each carries a round-shield in lieu of the infantry oval-shield and makes use of the spear as the primary melee weapon. They also carry a longsword (anket, 95bs) and a short sword (eket, 85ss). They are organized like the footsoldiers, and it is rare for more than a third of them to be on active duty unless a war is at hand.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(Horses)/520	3	145	SL/3	15	—	—	LTr50	—	15	Hairy Shorthorse / Medium horse.

Fast and relatively rugged, these long-haired beasts work effectively in the North. 25-35% of these horses are kept as a replacement reserve.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Rhivilyr/2160	4	65	Ch/13	35	Y	N	85ss	80cp	10	Eriadoran / Warriors.

Fighters are drawn from their home territories, the lands owned or claimed by the House to which they pledge loyalty. They are organized into units of nine (a *Tulkrim*) or eighteen (an *Tolkainrim*), One in seven is composed of cavalrymen (see above). In times of relative quiet, it is rare for more than a third of them to be on active duty.

ETHIRON ARAN (The Royal Militia)

Probably the toughest feudal levy in Middle-earth. Tough and grim in combat; the weak and the fainthearted left Arthedain for the south long ago. The "regulars," the professional Ohtari and Rhivilyr, are not afraid to fight alongside the militia. After centuries of warfare, most families will have one or more weapons with a +5 high steel edge, typically either a spear or a short sword. Their bows tend to be made of yew-wood from Lindon, but hollow steel bows similar to the those used by the nobility are regularly handed out as prizes at seasonal tournaments. For armor they will wear a ox-hide coat reinforced with wooden plates. Logistical problems will prevent the King from summoning more than a fraction of the militia to any given battlefield. Most of their officers are retired soldiers of the regular army or local officials: sheriffs, mayors, Thanes, and other prominent citizens. Quite often these leaders fall into both categories, as the army is considered an honorable way to rise in the world and retired veterans are often given land or jobs. Like the Dagarim Aran, the militia is divided into 9-man Tulkrim; each is led by a 3rd-5th level sergeant. The militia of a village is led by a 6-10th level Captain responsible to the local lord or the King's officers.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Rural Militia /10,000	3	40	RL/7	(25)	00	N	70sp	(70cp)	5	Mixed Men / Warriors.

In close melee they use an eket (50ss attack). One in five is trained to use a composite bow in military formation. These are Eriadoran and Lesser Dúnadan, the levies of the royal provinces and fiefs of the Weather Hills, North Downs, upper Baranduin vales, and Twilight Hills. These villagers, farmers, and herdsman, are generally well trained and highly motivated.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Ethiron Aran na Fornost / 4000	2	40	RL/7	(25)	(Y)	N	60sp	(60cp)	5	Mixed Men / Warriors.

Similar to the rest of the Etharon Aran, but the Fornost militia has less combat experience and conditioning then the rural levy. Most of their officers are retired Citadel Guards. They will be committed to combat only around Fornost. Drafts of the Fornost militia provide labor for the King's military projects in peacetime. In times of war, they tend and protect his line of supply. A number of companies of the militia are actually on full-time duty and pay, acting as the city watch and patrolling the dikes that make up the outermost walls of the city.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes

19.1.2 ELITE AND OUTLYING MILITARY FORCES OF ARTHEDAIN

TIRRIM ARAN ('The Company of the Royal Guard of Arthedain")

This elite guard company consists of six Tylkrim instead of the usual nine, each led by a Knight; the entire company is led by a Knight-Commander. By tradition, these men are considered to be senior to those of equivalent rank in the rest of the realm's armies. The King and each of the important members of the royal family is protected by a single Tulkrim, while another is assigned to the royal chambers in the Palace. The Royal Guard are primarily infantry, although they are trained with the lance and war horse and will fight with the cavalry if the royal personage they are guarding goes into mounted combat.

Royal Guardsmen tend to be older men with dour attitudes and interesting scars. They wear the same colors and insignia as their counterparts in the Dagarim Aran, save that all clothing and gear is edged with silver or mithril. The guard holds yearly tournaments to find warriors worthy to join their ranks. After winning such a tournament, the applicant must gain a personal recommendation from a mighty and respected Lord. The Witch-king's Hoerk of guards was created in imitation of the Tirrim Aran, and periodically he sends one of the more fanatical of their number to fight in the tournaments. The few who have won such a tournament have all been challenged and slain by the Tirrim Aran commander. It is said that if the Hoerk's challenger ever wins one of these duels, it will be the sign for the Witch-king to begin his final onslaught on Arthedain.

Members of the royal family who hold lands or offices draw their guards from soldiers assigned to those lands or offices; the palace itself is protected by a company of the Citadel Guard. In the time of the Arnorian kingdom, the Royal Guard had twice the strength given here, with contingents drawn from all over Arnor. It even included a Tulkrim of Gondorians, maintained as a symbol of the unity of the two kingdoms.

Arequain Iaur Tirrim/ 1	25	170	Pl/19	55	Y10	(A/L)	200bs	185lb	15	Dúnadan / Warrior.

Also known as the *Argon Rembar,* (S. "Captain of the Palace Guard") when at court; he ranks all other Arthadan military officers save the *Cordagar* within the palace grounds or in the presence of the monarch. This is a position of great honor in Arthedain; the proximity of this officer to the King makes him a factor in court politics, and he sits on the Royal Council. The post is generally given to a soldier of skill. savvy, and few social ambitions. He is equipped similarly to the *Cordagar* and he or one of his knights carry the King's Standard into battle. He is expected to be learned in Arthadan history, heraldry, and court ceremony, and speak at least five languages: Westron, Sindarin, Adûnaic, Quenya, and Dunael.

Arequain Tirrim / 6	19	165	Pl/19	55	Y10	(A/L)	180bs	160lb	15	Dúnadan / Warriors.

All are pure Dúnadan, and are equipped as their counterparts in the Dagarim Aran. They have lore and language skills similar to those of their commander.

Ohtari Tirrim / 60	16	160	Ch/1	55	Y10	A/L	160bs	150lb	15	Dúnadan / Warriors.

Dúnadan, some with Eriadoran blood. Equipped as their counterparts in the Dagarim Aran, but generally more sophisticated in manners and education.

FERYTH ARAN ("The Royal Rangers")

This organization has traditions and prestige that predate the kingdom of Arnor. The *Elenriss*, the Ranger's broach, is a silver, star-shaped cloak-pin whose design dates back to Gil-galad and the border-rangers of Lindon. The formal uniform of a Ranger is dark gray, and the Elenriss is the only decoration normally worn with it. The star is awarded to a Ranger only after years of service, and then only by a vote of his comrades: the King and Lords of Arthedain have little say in the matter. The Elenrissi used by the Arthedain are made by the Senior Silversmith of the Fornost guild, using Elvish silver; it adds +10 to DB & RRs.

Arequain Argon / 1	22	140	SL/5	85	Y10	N	140bs	145cp	30	Dúnadan / Ranger,

(S. "Knight Captain"); a member of the Court of Arthedain. Generally someone of high social rank, with distinctive livery and armor. *Marl Tarma*, who holds this rank in T.A. 1643, is described in the Master NPC Table 19.2. More typically, though, the Arequain Argon wears a +10 unmarked leather helm and black +20 leather armor that neither encumbers him nor prevents spellcasting. He will bear a +20 ardacer-edged broadsword of Orc Detection and Slaying (a mithril alloy edge on high steel); a +15 Composite bow that is silent, rapid loading (no penalty) and has double normal range; a small +15 shield; and a Ranger's Cloak that gives a +50 bonus to Stalk/Hide. As his only badge of office he wears a High Ranger's Ring that acts as a x3 PP multiplier. If he has come up through the ranks, rather than through outside appointment, he also has the *Elenriss,* The Knight Captain will typically carry herbs that provide *Nightvision* and a selection of Arrows of Alchemy (functioning as the *Flare* spell, but of varying colors). He has 240 PPs and knows 5 Ranger lists (to 20th level) and 3 Open Channeling lists (to 10th level). He is required to know these six languages: Westron, Adûnaic, Dunael, Quenya, Morbeth, and Sindarin.

Captains / 6	16	130	SL/5	80	Y10	N	120bs	115cp	20	Mix of Men / Rangers.

At least four of the Captains will be Dúnadan, and one of these will be a member of the Royal family. Each has a +10 helm and +15 leather armor that encumbers as cloth and allows spellcasting; a +10 broadsword that Detects Orcs; a +10 composite bow with double normal range; a small +10 shield; and a cloak that gives a +50 bonus to Stalk/Hide. Their Ranger's Rings act as x2 PP multipliers. Most have their Ranger's badge as well. Each captain will have access to herbs that provide *Nightvision* and a selection of Arrows of Alchemy (see above). Each Captain will know 6 Ranger spell lists (to 20th level) and 3 Open Channeling lists (to 5th level). They know at least these four languages: Westron, Adûnaic, Morbeth, and Sindarin.

Senior Rangers / 80	10	95	SL/5	60	Y5	N	105bs	95cp	20	Mix of Men / Rangers.

90% will be Dúnadan. Each has a +10 soft leather tunic that encumbers as cloth and allows spellcasting; a +10 broadsword; +5 composite bow; a +5 small shield; and cloaks that add +30 to Stalk/Hide. Every senior ranger wears an Elenriss. They know at least 6 Ranger spell lists (to 10th level), 3 Open Channeling lists (to 5th level), and all speak at least three languages: Westron, Adûnaic, and Morbeth.

Rangers / 200	8	70	SL/5	45	Y5	N	95bs	90cp	20	Mix of Men / Rangers.

50% are Dúnadan; the rest are common men, mixed with a handful of Elves and Dwarves. Their equipment is the same as their seniors. Half have earned a Elenriss, and the others hope to earn one. All know at least 4 Ranger spell lists (to 10th level) and speak at least three languages: Westron, Adûnaic, and Morbeth.

TIRRIM HUENDRAUG ARAN

This company of the army consists of the royal wolfhounds and their Keepers and trainers. The Keepers, some thirty of them, have the same ranks and colors as their counterparts in the Dagarim Aran. The dogs themselves are longhaired and longlimbed, with enormous heads and feet, each standing 3' plus at the shoulder. The Royal Kennels are in the Citadel of Fornost; the Keepers are normally stationed here, taking care of the dogs at court and traveling with them at the King's discretion. The dogs serve with the Royal Guard and the King's Rangers and normally obey humans they know and those in Arthadan uniform who show no fear of them. The Crown routinely gives the excess males in a litter as prestigious gifts to its supporters.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(Huendraug Aran) / 40	8	180	SL/4	60	—	—	90LBi	60MC	25	War Dog/ Use "L/I" crits.

These hounds wear mithril-laced hide collars that give them a +10 bonus to RR and DB. They are trained to kill Wargs and wolves and gain a bonus of +10 to OB and DB against these creatures. On the rare occasions that the Angmarim capture a Huadraug Aran, it is accorded a battle to the death in an arena, pitted against (he Witch-king's finest war-wolves.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(Huendraug Gelydh) / variable	12	200	SL/4	60	—	—	100LCl	80MB	30	War Dog / "L/I" crits.

In 5% of the Royal Hounds the ancient bloodlines run absolutely true; the beast then shows the exceptional intelligence and strength of its ancestors, some of whom are reputed to have come from the Undying Lands with the Noldor. These elite hounds are picked out of their litters at an early age by experienced kennel-masters, then granted as personal companions to favored royals and selected friends of the crown. Somewhat empathic, they show almost human sensibilities and can understand human language.

THE BREELAND GARRISON

Breeland has always been somewhat of an autonomous province of Arthedain, and thus has not had its militia organization upgraded to the quality of the Ethiron Aran. Because of the increased danger of incursions from the Barrow-downs and Cardolan since the Plague, the royal garrison has been reinforced to form a weak *Tirrim* with an attached *Tulkrim* of Dunnish scouts.

Tirrim Brerinor

Known locally as the "Town Guard," this is actually a weak company of the Dagarim Aran (see above), equipped as mounted infantry. They use broadswords and are assigned enough horses to make mounted patrols at full strength. The Tirrim Brerinor consists of 7 Tulkrim totaling 63 Ohtari (called "Guardsmen"); each Tulkrim is led by an Arequain ("Lieutenant") and the whole force is commanded by an Arequain Iaur (known simply as "The Captain.")

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Scouts / 5	3	45	SL/5	30	Y	N	60sp	50cp	15	Dunlending / Rangers.

Local hunters and trappers, mostly Dunnish. +10 bonus to Stalk/Hide, and a +20 bonus to all appropriate local knowledge skills.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Ethiron Brerinor										
(Men) /1000	2	40	SL/5	5	N	N	50sp	40sb	0	Breelander / Warriors
(Hobbits) / 500	2	35	RL/9	40	Y	N	60sp	55sb	20	Harfoot / Scouts/Rogues.

Referred to as "The Bree-land Muster." Peaceful by nature, they make poor soldiers; organization and leadership roughly corresponds to that of the Ethiron Aran. The Hobbits are also peaceful, but have not lost the toughness of their wandering days; a +20 bonus to Stalk/Hide.

THE MUSTER OF SIRAGALË

The Lady Elindiel has the power, in theory, to summon and command all military forces in the province, but she will normally deal only with the Siranna Elves. The Humans and Hobbits who dwell in Siragalë look, instead, to Prince Minastir, commanding at Iach Sarn. He can call up the provincial militia for support, but has very little provision or equipment for a prolonged campaign.

THE HOST OF THE SIRANNAR

The Siranna levy is organized along ancient Nandorin tribal lines, but all of these Elves are equipped with excellent Noldo and Arthadan weaponry and armor provided by the shrewd political machinations of their ruler. Their leaders favor skirmish tactics.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Glade-lords/ 10	16	155	Ch/15	80	Y15	A/L	170bs	180lb	20	Siranna/Warriors.

They use +20 Elvish long-knives with mithril blades; +15 White horn bows that fire every round without penalty, double normal range; and +15 round shields. +20 chain mail is non-encumbering, does not hinder spell casting. Each will know 6 Ranger & 4 Open Channeling lists.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Veteran Warriors / 60	8	100	SL/5	30	N	A/-	110sp	115lb	20	Siranna / Warriors.

Expected to lead the younger warriors. +10 spears, long-bows, knives, and leather armor.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Warriors / 600	4	75	SL/5	25	N	N	80sp	85lb	20	Siranna / Warriors.

+10 spears, long-bows, knives, and leather armor.

DAGARIM ARAN in IACH SARN (S. "The Royal Army of Arthedain at Sarn Ford)

Prince Minastir directly commands one Tirrim of the Dagarim Aran (see above for stats.) 3 Tylkrim of Ohtari act as the garrison of the keep at Iach Sarn; 6 Tylkrim of Rhivilyr act as his cavalry striking force, while a tenth Tulkrim is his personal bodyguard. Each Tulkrim save for the guards is commanded by an Arequain; these knights act as Minastir's staff and lieutenants.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Etharon Aran na Siragalë										
(Men)/2000	2	40	RL/7	(25)	(Y)	A/-	70sp	(70cp)	5	Mix of Men / Warriors

A motley collection of farmers, hunters, and squatters, spread over a large province. Some are permanently mustered and act as the Prince's Scouts, while others act as local sheriffs and road-wardens.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
(Hobbits) / 3000	2	33	RL/9	45	Y	N	60ss	60sb	20	Kuduk / Scouts/Rogues.

The Periannath levy is organized around the "Cairl," a clan levy descended from the ancient "Houseguard" (K. "Hudakairi") of the three original Hobbit tribes. Basically, it's every able-bodied fellow. Six clans, possibly a third of the total, might answer a summoning of the levy; the rest would tend to wait the crisis out. All have a +20 bonus to Stalk/Hide; 20% are Scouts/Thieves, with a special +3 to Ambush.

19.1.3 PRIMARY MILITARY FORCES OF THE WITCH-KING

ANGMARIM (Men of Angmar)

Troops drawn from various allies and subject peoples compose Angmar's six field armies (one of 5000 men and five of 1000). War-lords who answer only to the Witch-king and the Angûlion, at Carn Dûm, direct these forces. The armies are ideally organized into ten corps of 100, each headed by a 7th level Grishâktur, These are formed of ten units of ten, with nine soldiers commanded by a Drartul (3rd or 4th level) fighter. These units can break into two five-man groups, the lesser one controlled by a 3rd level adjutant. In practice, however, this organization breaks down, for large numbers of Angmarim are relegated to garrison duty under jealously greedy overlords. Note that the figures for the Angmarim and Orcs include all those soldiers directly under the Witch-king's rule in northeastern Eriador and northwestern Rhovanion, but not those of vassals (e.g., the Lord of Gundabad).

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Hoerk / 60	15	155	Pl/19	30	Y	(A/L)	160ma	140cp	10	Mix of Men / Warriors.
These men form an elite bodyguard which is normally (1) confined to duty at Cam Dûm, (2) protecting the Witch-king and his War-lords outside the capital, or (3) performing very delicate missions. Their dark grey armor is emblazoned with the symbol of a red ring, and they each wear a real Warg-head which is fitted over their open-faced steel helms.										
Hoerk Tereg / 6	18	170	RL/12	60	N	N	175fl	150sl	5	Olog / Warriors.
This Troll-guard generally operates as the Hoerk's night watch. They are very close to the Witch-king.										
Rangers / 60	9	105	RL/9	30	N	N	85ha	75cp	20	Mix of Men / Rangers.
The Black Rangers are trained to work in any weather or at any time. Most live off the land and employ Nature Signs as a way of communicating. Working in groups of 2-6, these deadly fanatics typically perform the most dangerous and delicate of missions under the direct orders of the Witch-king or his close lieutenants. Each is equipped with a +10 Kine-hide breastplate and knows 5 Ranger lists (to 10th level). 9 PP.										
Trackers / 200	7	65	RL/9	20	N	N	65ha	45cp	20	Rhudauran / Rangers.
These lesser trained outdoors men perform patrol and tracking duties along the frontier. They know 4 Ranger lists (to 10th level). 7PP.										
Horsemen / 3000	5	65	Ch/15	30	Y	(A/L)	95ml	75sb	10	Easterling / Warriors.
This large mix of Easterling and Northman tribesmen is organized according to tribal and clan groupings. Six principal confederations are present: the Asdriag, Brygath, Gathmarig, Odhriag (Nûriag), Kykuria, and Sagath. Asdriags and Odhriags are equipped with a +5 *Usriev* which can act as a lance or a two-handed sword. Most ride small, sturdy, hairy horses, beasts related to those found on the northern plains of Rhûn. They are well-suited to the climate of northern Eriador.										
Footmen/10,000	2	40	Ch/13	20	Y	N	50bs	50sb	0	Mix of Men / Warriors.
Rugged but poorly trained and lightly motivated infantry.										

URUK-ENGMAIR (Angmar's Orcs)

The vast majority of the Witch-king's war host is made up of Orcs (S. "Yrch", sing. "Orch"). This is a loose collection of nine tribal confederacies, containing over thirty tribes, many of whom are at war with one another. All owe allegiances to the Olog Warlord Rogrog at Carn Dûm. Twelve tribes are arrayed along the Arthadan frontier: the Askhai, Bagronkuz, Durbalag, Faulgurum, Kurkurum, Lughoth, Snagoth, Thrakburzum, Ulogarûm, Uroth-burm, Urughâsh, and the elite Uruk-uflag. A large central reserve and work force lives in and around Carn Dûm and the Nan Angmar. The Orcs of Gundabad and Goblin-gate are among those under the Witch-king's rule, but seldom contribute more than a patrol or raiding party to the war.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Askhai/1200	3	45	No/3	35	Y	N	65sc	20sp	5	Orch / Warriors.
Many use spears in melee. Most wear no armor other than a helmet. They are at war with the Kurkurum.										
Bagronkuz/ 1500	2	44	SL/6	25	Y	-/L	50sc	30sb	5	Orch/Warriors.
A large but poor tribe that often (01 -40) lacks helmets or (41-60) resorts to using animal skulls for protection (if struck, treat as helmet on 01-50; break on 51-70).										
Durbalag/1200	2	42	RL/9	25	Y	N	45sc	40sb	5	Orch / Warriors.
Fine archers. They favor lamb above all delicacies and frequently prey upon Arthedain's flocks.										
Faulgurum / 900	3	50	Ch/16	25	Y	(A/L)	60ma	20sp	-5	Orch/Warriors.
Some use spears in melee, but they are poor with missiles. They have an uneasy peace with the Lughoth,										
Kurkurum / 600	3	60	Ch/16	20	Y	(A/L)	60sc	50sp	0	Orch/Warriors.
Some use two-hand swords. They are at war with the Ashkai,										
Lughoth/2400	2	35	No/3	35	Y	N	50sc	20sb	5	Orch / Warriors.
Large tribe known for immediately blinding prisoners. Maintain an uneasy peace with the Faulgurum.										
Snagoth/1500	2	45	Ch/13	20	N	L	45po	50ja	5	Orch / Warriors.
Snaga-hai. Known for using spears, javelins, and halbards dipped in poison (on 01-10, point coated with Kly).										
Thrakburzum / 750	2	43	Pl/17	25	Y	A/L	50ha	25sb	0	Orch / Warriors.
Superb armorers; this is the smaller branch of the tribe. 1500 others live in and around Mount Gram.										
Ulogarûm/810	4	80	Ch/13	25	N	L	80wh	75sb	5	Orch / Warriors.
A particularly brutal tribe known for its cannibalistic ways. Frequently war on or hunt other Orcs.										
Uroth-burm/720	4	75	Ch/15	30	Y	(A/L)	80sc	65sp	5	Orch / Warriors.
Highly mobile; their Wolf-riding parties travel the highlands north of Arthedain. They are the most aggressive of Arthedain's evil neighbors.										
(War-wolves)	3	95	SL/3	35	N	—	70LBi	—	30	White wolf.
1,100 in total. Normally very fast; if ridden by an Orc or in snow, just fast. Rugged and well suited to the icy north.										

Name/Numbers	Lv	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Urughâsh / 630	2	45	SL/7	20	Y	-/L	40sc	30sb	0	Orch / Warriors.
Aggressive, they are the most prone to raid along the southern Arthadan frontier.										
Uruk-uflag / 300	8	110	Pl/19	40	Y	(A/L)	105bs	90cb	15	Uruk / Warriors.
Elite troops of the Uruk-hai used to insure order among the frontier tribes. They have a small contingent of Wolf-riders.										
Wargs/10	5	150	SL/4	30	N	—	80LBi	LC160	30	Wargs.
Very fast and extremely vicious. Can communicate in a variety of ways.										
TEREG FORMEN (Trolls of the North)										
Hilketereg / 24	14	181	RL/11	35	N	(A/L)	160ml	120sp	10	Lostorog / Warriors.
Nocturnal Snow Trolls, servants of the Witch-king, living in caves along the ridges south of the Northern Waste and around the Ice Bay of Forochel. Use Large Creature Critical Tables.										
Sharkai / 36	11	153	RL/11	20	N	(A/L)	120cl	100Rock	5	Amontorog / Warriors.
Stupid, but battle-trained Hill Trolls, they are effective at night. Use Large Creature Critical Tables.										

19.1.4 RHUDAURIM (FORCES OF RHUDAUR)

The later Kings of Rhudaur had to make do with a very mixed bag of forces. Some favored mercenaries, some their own Hillmen and local levies.

THE GARRISON AT CAMETH BRIN

This listing is appropriate for either King Ermegil's reign (ca. T.A. 1640) or King Bruggha's rule (ca. T.A. 1671). King Ermegil does not trust his mercenaries, and so maintains a mixed group that has trouble conspiring among themselves. King Bruggha, in 1671, depends much more on his loyal Hillmen; his soldiers will fight much harder for him than Ermegil's will.

Name/Numbers	Lv	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Fuintiri Commanders / 5	5	87	Ch/13	40	Y5	—	85ss	55sb	5	Lesser Dúnadan / Warriors.
Fuintiri Elite/ 35	3	64	Ch/13	35	Y	—	65ss	45sb	0	Rhudauran / Warriors.
Best in darkness.										
Guard Sergeants / 5	4	74	RL/10	30	Y	A/L	70sp	40sb	0	Mix of Men / Warriors.
Poor initiative.										
Guards / 50	2	45	SL/8	25	Y	—	50sp	25sb	0	Mix of Men / Warriors.
Garrison troops.										
Hillmen Dign-Tiark / 6	5	90	RL/9	40	Y	—	75sp	65ja	10	Hillman / Rangers.
Leaders. More sophisticated then their brethren in the Trollshaws.										
Experienced Hillmen/100	4	70	SL/8	15	N	—	65sp	50ja	10	Hillman / Rangers.
+5 SL armor.										
Hillmen/120	3	60	SL/7	10	N	—	55sp	40ja	5	Hillman / Rangers.
Would rather be home. +5 SL armor.										
Dunnish Daigh-Ceann / 3	4	79	RL/9	35	Y5	—	80sp	55wh	0	Dunnish Rhudauran / Warriors.
Leaders. Not to be trusted.										
Dunnish Warriors / 40	2	49	SL/8	30	Y	—	50sp	30wh	5	Dunnish Rhudauran / Warriors.
Solid.										
Raw Dunmen / 170	1	30	SL/8	25	Y	—	40sp	25wh	0	Dunnish Rhudauran / Warriors.
Weak morale.										
Delosh's Orcs/10	3	65	RL/9	30	Y	—	50sc	40da	0	Orch / Warriors.
Content with garrison Duty.										
Korekalwen's Uruk-hai/4	5	95	Ch/15	10	N	—	85fl	55da	15	Uruk / Warriors.
These are "Wilda's" personal bodyguards, usually hidden in the otherwise unused Armoq-al-Wanu. They love blood.										

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
WARRIORS OF RHUDAUR										
Hakknash's Band										
This collection of small Orcish tribes and mercenaries garrisons northern Rhudaur, most living in villages and supporting themselves when not on active duty. They are kept away from the Hillmen if at all possible.										
Orc Leaders / 20	5	95	Ch/13	40	Y5	—	95sc	45sb	5	Orch / Warriors.
Uruk-Hai /100	4	80	Ch/14	35	Y	A/L	80bs	50cb	0	Uruk-Hai / Warriors.
Orc Warriors / 650	3	65	Ch/13	30	Y	—	70sc	30sb	0	Orch / Warriors.
Green Orcs/1000	1	35	SL/7	25	Y	—	35sc	20sb	0	Orch / Warriors.
Espheme's Band										
The mercenary contingent. Grimly professional, but no personal loyalty to the King. Stationed around Cameth Brin and various fortresses in the Trollshaws. If they are mobilized, the keeps will be garrisioned mainly by local levies.										
Cavalry Leaders / 20	6	105	Ch/13	40	Y10	—	95bs	65cb	0	Mix of Men / Warriors.
Very experienced.										
Northman Lt. Cavalry/150	3	60	RL/9	30	Y5	—	60bs	30sb	5	Northman / Warriors.
Also use lances at 50ml.										
Easterling Cavalry / 500	2	45	No/1	35	Y5	—	55ml	35sb	15	Easterling / Warriors.
Their morale is fragile.										
Trererath / 48	5	80	Ch/14	15	N	—	80th	50cb	20	Lesser Dúnadan / Warriors.
An elite mercenary company.										
Mercenary Lt.Foot/150	2	50	RL/9	30	Y	—	45ha	35sb	0	Mix of Men / Warriors.
Wolf Riders/100	3	58	RL/9	25	Y	—	60sc	40sb	0	Orch / Warriors.
Wolves /100	3	95	SL/3	35	N	—	70LBi	—	30	War Wolves.
Oomaug's Band										
Paid and given most of their orders by the Witch-king. Deployed west of Cameth Brin, they actually spend most of their time on escort duties in the Oiolad and infiltration missions into Cardolan.										
Captains / 4	11	120	Ch/14	45	Y10	—	110sc	85sb	10	Orch / Warriors.
Tough and savvy. The senior captain has a scimitar of "Man-slaying," the rest one of "Blood-drawing" (secondary slash critical).										
Wolf Riders/100	4	75	Ch/15	35	Y5	—	80sc	70sb	0	Orch / Warriors.
Well-disciplined and skilled. Have a special +40 bonus to acrobatic riding. Expected to use other Orcs as sword-fodder to conserve their strength. Some will use a spear as a light lance at (60ml), which startles most mannish cavalry.										
Wolves /120	3	95	SL/3	35	N	—	70LBi	—	30	War Wolves.
Better trained then other wolves. Have a special +40 bonus to rolls and turns with a rider.										
The King's Band										
The feudal levies of Rhudaur. If a civil war occurs, the Dunmen and mercenaries will follow the King and the Hillmen will fight for the Targ-Arm. The Targ-Arm has double the number of Hillmen shown here remaining in the clan-holds of the Trollshaws, but lacks the logistics base to gather them in one place.										
Mercenary Leaders / 40	5	85	Ch/13	35	Y	—	90sp	55jv	5	Mix of Men / Warriors.
Actually armed with a variety of weapons. Weil-trained and prepared.										
Mercenaries / 200	3	55	Ch/13	30	Y	—	60ss	40sb	0	Mix of Men / Warriors.
Usually brutal.										
Dunmen Warriors / 700	2	45	SL/8	30	Y	—	45sp	30wh	5	Dunnish Rhudauran / Warriors.
Undisciplined.										
Raw Dunmen/2100	1	30	SL/6	25	Y	—	35sp	20wh	5	Dunnish Rhudauran / Warriors.
Not very reliable.										
Experienced Hillmen / 400	4	so	SL/8	15	N	—	75sp	55ja	10	Hillman / Rangers.
+5 SL armor. Tough woodsmen, all with leadership skills. Fanatical if fighting for the Targ-Arm.										
Hillmen / 700	3	55	SL/8	10	N	—	55sp	45ja	5	Hillman / Rangers.
Grim and determined. +5 SL armor.										
Green Hillmen / 400	2	40	SL/6	5	N	—	40sp	30ja	10	Hillman / Rangers.
Good morale.										

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes

19.1.5 ELVISH MILITARY FORCES IN ERIADOR

GUARDIANS OF RIVENDELL

Except in times of strife, when refugees may flood in, there are never more than 300 inhabitants at Rivendell. The Elves listed here are those likely to be met on patrol or on special missions for Master Elrond. However, one of the ironies of this haven of peace is that nearly everyone in Imladris is a trained veteran of many conflicts. When evil threatens the Elves of the North, double the force described here will march secretly to the aid of their kinfolk in Lindon or Lórien. Since Rivendell has always been a haven for Noldo and Sindo intellectuals, a score of Bards, Alchemists, and spellcasters of 13th-40th level also dwell herein, living a reclusive, peaceful life unless some personal or family need or favor draws them into the dangers of the outside world.

All of the Guardians are equipped with +10 enchanted Elvish weapons and armor unless better equipment is noted. All wear Elven cloaks and boots that give a +50 bonus to Stalk/Hide.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Captains of Scouts / 2	20	160	No/1	90	Y20	A/-	150bs	155lb	30	Noldo / Rangers.
+20 weapons and clothing. Noldo longswords are of Detecting and Slaying Orcs and Trolls. They know all Ranger spell lists to 20th level and 5 Open Channeling lists to 5th.										
Healers / 6	12	90	No/2	60	Y10	N	80ss	65lb	20	Elvish Mix / Animist/Healer.
50% are female. +10 equipment, a mix of magical devices, a selection of healing herbs. Know all Channeling and healing lists to 20th level.										
Scouts / 30	9	105	No/1	50	N	N	100ss	105lb	25	Elvish Mix / Rangers.
Use +10 *kynacs,* Elvish long knives, plus other +10 equipment. Know 5 Ranger spell lists to 10th level.										
Captains of the Guard / 6	17	170	Pl/18	90	Y25	A/L	170bs	175lb	20	Noldo / Warriors.
+20 weapons & armor. Mithril broadswords are of Detecting & Slaying Orcs and Trolls. They know 7 Open Essence spells lists to 5th level.										
Elite Warriors / 30	10	120	Pl/18	70	Y15	A/L	130bs	135lb	20	Noldo/Sinda / Warriors.
Each knows 5 Open Essence or 5 Open Channeling lists to 5th level.										
Warriors / 50	6	80	No/1	40	Y10	N	90ss	100lb	20	Silvan / Warriors.

HOST OF LINDON

It is rare for more than half of this force to assemble in any one place. The categories given here are just a rough approximation of the hodge-podge of feudal, tribal, and personal ties that hold the realm of Lindon together. A selection of Sinda warriors from the host make it their business to protect Círdan's person. He keeps no formal guard or court.

The Host of Lindon is always accompanied by at least one Healer of 11th-20th level for every 20 warriors, and at least one Mage or similar spellcaster of 12th-30th level for every 50 warriors. These are volunteers without formal military standing; 50% will be female, and 70% will be related to someone in the force they are accompanying.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Lord Captains / 4	30	190	Pl/20	90	Y30	(A/L	200bs	190lb	20	Noldo/Sinda / Warriors.
Veterans of the Wars with Morgoth. Orcs facing them without benefit of overwhelming numbers must make an immediate morale check.										
Captains/12	20	160	Pl/20	70	Y20	(A/L	180bs	180lb	20	Noldo/Sinda / Warriors.
Elite Warriors/200	12	150	Pl/20	65	Y15	(A/L	140bs	145lb	15	Noldo / Warriors.
Elite Warriors / 300	8	110	Ch/15	60	Y15	A/L	120bs	125lb	20	Sinda / Warriors.
(Áraroch)	10	180	SL/4	60	N	_	95MCr	80MTs	50	Elven Horse.
Can also use a 75MBi attack. These are true Elvish horses. Very intelligent, can run for days with little rest.										
Warriors / 4000	4	75	No/1	25	N	N	75ss	85lb	20	Nando/Sinda / Warriors.
About 10% will be mounted, Sinda mostly. The infantry can march twice as fast and twice as far as their opponents or mannish allies.										
(Nimroch)	4	120	SL/3	25	N	—	45LTs	—	25	Mid-Horse.
A superior breed of the Arnorian mid-horse.										
Lord Guardian / 3	20	160	SL/5	100	Y30	N	180bs	190lb	30	Sinda /Rangers.
Traditionally command the watch on the borders of Lindon. +30 equipment, swords of Slaying Orcs. Holy, double speed, triple range bows.										
Elite Guardians /70	16	150	SL/5	90	Y20	N	150bs	160lb	30	Sinda / Rangers.
Senior Noldor & Sindar; swords do extra heat or cold criticals (severity is one step less than normal critical delivered), double range bows.										
Guardians / 350	5	75	No/1	25	N	N	75ss	85lb	20	Sinda/Nando / Rangers.

RAENAR DIRNEN (Elvish Wandering Companies)

Elvish wandering parties in Eriador are typically from Lindon or Rivendell and contain the following selection of individuals:

- *1 Master*— 70% are warriors of Captain's rank or higher; the rest are spellcasters of similar rank.
- *2-3 Scouts* — Lindon Elite Guardians or Guardians, or Scouts of Imladris
- *2-6 Elite Warriors* — as described above.
- *6-10 Warriors* — as described above.
- *1-2 Animists/Healers* — as described above.
- *1-2 Mages* — 16th-20th level, with combat spells.
- *4-40 travelers* — variable, typically 20% will be persons of note, while the rest will approximate 5th level Bards.

Any group smaller than this traveling through Eriador in these troubled times is probably on a specific mission for one of the Elvish leaders.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes

19.1.6 DWARVEN MILITARY FORCES

The Dwarves of the Misty and Blue Mountains have no interest in the affairs of Men in Eriador. They take overt action only if someone is foolish enough to directly attack Dwarven travelers or merchants. Both Dwarven realms are in remote areas and possess only a limited number of pack animals (some ponies and oxen), so they have constant supply problems when operating over long distances. They must go to a great deal of trouble and preparation to send out a force stronger than the expedition described here. If they do, the Dwarves of the Ered Luin can muster three times and the Durinic Dwarves ten times this force.

NAUZAG DUASHKOKUD (Kh."Company of Vigilance")

Consists of two full companies of regular military and one company of the tribal levy being used as bearers. The bearers will bring a few ponies and carts.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Attack-lord / 2	14	150	Pl/20	77	Y20	(A/L)	150wh	85ha	10	Khazâd / Warriors.
Battle-guard / 42	4	70	Pl/19	45	Y10	(A/L)	80wh	59ha	5	Khazâd / Warriors.
Axemen / 42	3	60	Ch/16	40	Y10	(A/L)	60ha	50lcb	0	Khazâd / Warriors.
Archers/42	2	45	Ch/13	20	N	-/L	45sp	50hcb	5	Khazâd / Warriors.
Porters/ 42	1	30	Ch/16	35	Y5	(A/L)	35wh	25ha	0	Khazâd / Warriors.
Scouts/21	2	55	RL/9	30	Y	N	60sp	50sb	15	Mix of Men / Scouts/Rogues.

Mannish mercenaries, some on light horses. The Dwarves prefer Northmen; they are more reliable and also taller, giving more "long-seeing" for their coin. Note that the Dwarven warriors can, if necessary, out-march these horsemen.

19.1.7 SOVEREIGN MILITARY FORCES IN CARDOLAN

Although all of the Princes of Cardolan maintain professional native troops, the national army was not reconstituted after the Battle on Tryn Gorthad in T.A. 1409. Only two principalities—Saralainn and the Warlord's "Empire"—have effective "national" armies. The Princes generally rely on various mercenary companies and/or co-operation with the garrisons maintained by Arthedain and Gondor.

SARALAINN

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Royal Bodyguard /10	5	90	Ch/13	30	N	N	100ba	45da	10	Eriadoran / Warriors / +10 battleaxe.
Archer Leaders / 6	4	70	SL/6	25	N	N	55da	70sb	15	Mix of Men / Rangers / 1 spell list.
Royal Archers / 48	2	50	SL/6	15	N	N	30da	55sb	10	Mix of Men / Warriors / Very steady.
Cavalry Leaders / 4	4	65	Ch/13	20	Y	N	65sp	45sp	10	Mix of Men / Warriors / Three +5 spears.
Royal Cavalry / 40	2	45	SL/7	15	Y	N	50sp	30sp	5	Mix of Men / Warriors / Three spears.
Sudúri Watch / 60	2	45	SL/6	15	Y	N	50ss	35sb	10	Mix of Men / Warriors / Basically police.
Sudúri Levy/-120	1	30	No/1	5	Y	N	25sp	—	0	Mix of Men / Various / Used for city defense.

Clans — Three or four of the nine clans will generally answer a royal summons to war, though one will probably revolt.

The King's own clan is always loyal. The make-up of a typical clan is given below.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Chieftain /1	6	100	Ch/14	20	Y10	A	100bs	60da	15	Mix of Men / Bard, Ranger. Knows 3 spell lists, +10 gear.
Warriors / 6-20	4	80	SL/6	15	N	N	60th	50sb	15	Mix of Men / Bards, Rangers /1 spell list.
Clansmen / 30-90	2	45	No/1	10	N	N	60pa	25da	10	Mix of Men/Scouts.

Tribes — The King can usually acquire the services of a couple Dunnish tribes from his own lands or from Enedwaith.

The latter source of manpower is often used by all the Princes of Cardolan.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Chief/1	7	120	Ch/13	25	Y	N	110sp	85sb	15	Dunnish / Warrior. Prefers gilded chainmail. Knows 1 spell list.
Warriors / 8-40	3	65	SL/4	20	Y	N	55sp	45sb	15	Dunnish / Warriors / Poor discipline.
Tribesmen/50-150	2	45	SL/4	5	Y	N	45sp	35sb	10	Dunnish / Warriors, Scouts / Fragile morale.

EMPIRE OF THE WARLORD

The Warlord can mobilize twice as many fell beasts and slaves if invaded.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Troll-guard/16	8	150	RL/12	5	N	A/L	95cl	50ro	-5	Hiil Troll / Warriors. Elaborate armor, -10 to all bonuses in day light.
Troll-levy/25-35	6	130	RL/11	20	N	N	85LBa	75LCI	10	Hill Troll/Warriors. -30 to all bonuses in day light.
Wargs/50-60	6	150	No/4	50	N	N	75LBi	60LCI	15	Wargs / Particularly large Wargs.
Bats /100-200	2	15	No/1	55	N	N	40SBi	disease	30	Fell Bats. Vampire bats, reluctant to operate in daylight.
Mercenaries / 20	3	60	Pl/18	10	Y	A/L	70ha	45ha	15	Mix of Men / Warriors. Primary function is to ensure that the slaves fight.
Slaves/120-180	1	25	No/1	0	N	N	30sp	—	5	Dunnish / Warriors / Fanatical due to terror.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
THARBAD										
In theory, the Tharbad militia is ten times the size noted. A full scale invasion might bring them out.										
Commanders / 8	6	90	Ch/15	35	Y	A	95bs	65lcb	15	Lesser Dúnadan / Warriors / +10 bs.
City Garrison /160	3	55	Ch/13	20	Y	N	60bs	55lcb	10	Mix of Men / Warriors.
Reluctant to go on expeditions.										
City Watch / 240	2	45	RL/9	10	N	N	50qs	30sl	10	Mix of Men / Warriors.
Local constables, slings are on quarterstaffs (i.e., staff-slings).										
Mob, Militia/400	1	30	No/1	5	N	N	25da	—	5	Mix of Men / Various / Prone to rioting.
Traders Guild / 30	3	50	No/1	20	N	N	65da	40da	20	Mix of Men / Scouts / Muscle for the Guild.
Naval Captains/1-8	6	90	No/3	40	N	N	100qs	60sb	25	Eriadoran / Rangers / Patrol Gwathló.
Marines/20-160	3	60	SL/5	25	N	N	50ha	70cb	15	Eriadoran / Warriors / Solid fighting men.
Dagarim Gondor mi Tharbad (S. "Gondorian Army at Tharbad") — The Tharbad milita defers to the Gondorians. 50% chance of the city watch calling the Canotar's men in to deal with danger instead of their own city garrison.										
Knights/12	10	135	Pl/19	40	Y5	(A/L)	125ml	125cp	10	Dúnadan / Warriors / Have a 125bs attack.
Squires /12	6	85	Ch/15	30	Y	L	95ml	85cp	10	Dúnadan / Warriors.
Operate with knights. 115bs in melee.										
Guards/16	5	80	Ch/15	30	Y	(A/L)	90bs	75cp	10	Lesser Dúnadan / Warriors,
Harondorians; loyal to the Canotar.										
Mounted Sergeants / 26	4	75	SL/8	25	Y	N	70ml	40sb	10	Lesser Dúnadan / Warriors,
Men-at-arms / 72	4	75	Ch/15	20	Y	A	75bs	60cb	5	Gondorian / Warriors.
Half are scattered in several castles.										
Auxiliaries / 86	3	60	Ch/13	15	Y	N	60bs	50sb	10	Cardolani / Warriors.
Local mercenaries. Mainly garrisoned at Tharbad.										
Scouts / 24	2	50	SL/5	20	N	N	50ss	40sb	15	Mix of Men / Scout/Rogues.
Familiar with central Cardolan. Several ex-bandits, several Angmarean spies.										
GIRITHLIN										
About half the lesser nobles of Hirdor Girithlin will answer a summons to war. When mobilized, Girithlin forces tend to a comparatively high number of the levy, that is 600-700 of the potential 2-3,000.										
Ereter/14	8	125	Ch/15	25	Y5	A/L	100bs	75lcb	15	Dúnadan / Warriors / Commanders.
Retainers/ 140	4	65	Ch/13	10	Y	N	75bs	50sb	10	Mix of Men / Warriors / Mercenaries.
Mercenaries / 60	3	55	SL/6	10	Y	N	70sp	45sb	15	Mix of Men / Warriors / The Hir's retainers.
Levy/650	1	35	No/1	0	N	N	25sp	—	5	Mix of Men / Warriors.
TYRN GORTHAD										
Older norms of military organization are still upheld in the troubled Barrow-downs.										
Ereter/7	9	135	Ch/14	25	Y5	A	110bs	85cp	20	Dúnadan / Warriors, Rangers / +15 equipment.
Retainers / 56	3	50	RL/9	15	Y	N	70ha	45sb	10	Mix of Men / Warriors / Foreign mercenaries.
Ohtari Hiri / 28	6	95	Ch/13	20	Y	N	90pa	65hcb	15	Lsr. Dúnadan / Warriors / Baron's bodyguard.
Rangers / 6	6	100	SL/4	25	N	N	100ba	45sb	25	Eriadoran / Rangers / Know 2 spell lists.
Militia/500	2	40	SL/6	10	N	N	55sp	65sb	5	Mix of Men / Warriors.
Excellent morale in defensive.										
Cairl/100	2	40	SL/5	40	Y	N	60ss	60sb	20	Hobbit / Rogues, Warriors, Scouts.
FËOTAR										
Fëotar tries to rely on a volunteer army, with only small forces standing at any given time. Trained Warriors are supposed to be joined by the local levy (rarely more than 500 gathered). The results of this system are always unpredictable and often disasterous.										
Guards / 500	4	60	Ch/13	20	Y	N	75bs	50sb	15	Northman / Warriors / Very good if well led.
Levy/4000(?)	1	30	No/1	0	N	N	30sp	—	0	Mix of Men / All types.
TINARË										
Tinarean forces have just been re-organized with a significant mounted element. The Ernil of Dol Tinarë generally prefers to use mercenary companies rather than his own militia.										
Ereter /11	7	105	Ch/14	20	Y5	A/L	105bs	60lcb	15	Lesser Dúnadan / Warriors / A few Dúnedain.
Ohtari Rhyn / 97	3	55	RL/10	10	Y	L	65ha	60lcb	10	Mix of Men / Warriors / Mounted infantry.
Bodyguard/8	5	70	Ch/13	15	Y	N	90bs	35sb	15	Northmen / Warriors / Soft due to castle duty.
Levy / 200	1	35	No/1	0	Y	N	35ss	—	5	Mix of Men / Warriors, etc.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes

CALANTIR

Calantir uses large forces for internal control and tends to rely on hirelings.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes
Ereter/27	5	65	Ch/13	10	Y5	N	85ma	55sb	10	Mix of Men / Warriors / Few like to fight.
Retainers / 300	2	45	RL/9	5	N	N	50sp	30sb	10	Dunnish / Warriors / Local thugs.
Reeves / 65	3	55	Ch/13	10	Y	N	65ms	40sb	10	Dunnish / Warriors / Primarily tax collectors.
Mercenaries / 50	3	55	Ch/14	10	Y	N	65bs	50cb	15	Mix of Men / Warriors / Castle Guards.
Militia/6000(?)	1	20	No/1	0	N	N	25ci	5ro	0	Mix of Men / Warriors / Undependable rabble.

THE BEFFRAEN

The number of Beffraen clans living in the Rast Vorn and Enedhwaith has never been accurately determined. It is rare for them to unite for a military venture, and two or three coming together for a fight is a noteworthy event. They are not natural horsemen, but when raiding or migrating through the open country of Minhiriath they will steal horses to allow them to move quickly. The following describes a typical clan. Their javelins and blowgun darts are tipped with a 5th level nerve poison (*MERP:* use Taynaga) if they have time to prepare for a hunt or fight.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes
Chief/ 1	10	120	No/1	15	N	N	120sp	105bg	30	Beffraen / Warrior or Animist/Seer.
The *Cora* (Bef. "Best Knower.) Also a religious leader; 20 PP, knows 4 Channeling lists to 10th level. If he (or she) is an Animist/Seer, he will have 40 PP and will know 10 lists to 10th. Will speak some Westron.										
Scouts / 6	5	60	No/1	15	N	N	80sp	70bg	25	Beffraen / Rangers.
Elite woodsmen. Ambush: 10, +20 to other stealth skills on home ground. Can also use a 55ja attack. Half know a little Westron.										
Warriors / 30	2	45	No/1	10	N	N	60sp	60Ib	15	Beffraen / Warriors.
Can also use a 45ja attack.										

19.1.8 MERCENARY COMPANIES OF CARDOLAN

The Princes rely partially on various mercenary companies—four such companies predominate.

CRUAIDH MARAICH (D. "The Steel Riders")

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes
Sergeants / 5	7	105	Pl/19	30	N	A/L	110ba	80cb	20	Lesser Dúnadan / Rangers.
+15 battle axes. Know 3 spell lists each.										
Steel Riders / 28	5	85	Ch/14	15	N	A/L	90th	60cb	20	Lesser Dúnadan / Warriors.
+10 weapons, often melee on foot.										
Left Siders / 28	2	40	No/1	50	Y15	N	55sp	40sp	5	Dunnish / Warriors.
+15 wall shields are used to screen riders.										
Right Siders / 28	3	60	SL/6	30	N	L	65sp	55sp	10	Dunnish / Warriors.
Carry 4/5 spears for missile fire.										
Scouts / 8	4	70	SL/8	15	N	N	75sp	60sp	15	Hillman /Scouts.
Spears are +10 versus Plate and Chain.										
(Warhorses)	4	160	Ch/15	10	N	A/L	LBa70	MBi45	20	Great-horse / Very scarce.

RAGH CRANN-SLEAGHA (D. "Ranks of Pikes")

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes
Knights / 4	7	115	Pl/20	30	Y10	A/L	135bs	95ja	10	Lesser Dúnadan / Warriors.
Cardolani Requain. Can also use a +90MBa attack (i.e., a shield bash).										
Sergeants / 8	6	100	Ch/16	40	N	N	110pa	25da	15	Lesser Dúnadan / Warriors.
+10 halbards. Can also use a 70fa melee attack.										
Pikemen / 79	5	90	Ch/16	30	N	N	95sp	20da	10	Lesser Dúnadan / Warriors.
Use +10 pikes (12' long). Can also use a 60fa melee attack.										

TROICH-ARMCHLEASAH (D. "Dwarf-warriors")

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes
Wardens/4	6	no	Ch/15	30	Y5	A/L	100ba	65ha	5	Khazâd / Warriors / +10 battle-axes.
Warriors /14	4	85	Ch/15	25	Y5	A/L	80wm	55ha	0	Khazâd / Warriors / +5 equipment.
Merc. Line Infantry / 30	3	60	Ch/13	30	Y	N	65ss	50sb	10	Mix of Men / Warriors / Some carry lcb's.
Light Cavalry/40	3	55	RL/9	30	Y	N	60ml	40sb	15	Mix of Men / Warriors / Also has 40ss attack.
Auxiliaries / 30-50	1	30	No/1	15	Y	N	40sp	35sb	10	Dunnish / Warriors.

FORAK-EIGINN (D. "Forak's Violators")

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race /Type /Notes
Leaders / 4	4	80	Pl/17	20	Y5	N	90sc	45sb	15	Half-orc / Warriors / +10 scimitars.
Engineers/12	4	70	Ch/14	15	Y5	L	80sc	65sb	15	Lesser Orc / Warriors.
Have 4 mobile light ballistae.										
Sappers / 48	2	45	SL/6	20	N	N	50sc	—	20	Mixed / Warriors / Good construction troops.
Warriors / 70	2	45	SL/8	15	Y	N	50sp	35sb	5	Dunnish / Warriors / Fierce but brittle morale.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes

OTHER COMPANIES/BRIGANDS

There are currently five other mercenary companies, who will readily indulge in banditry when contracts are scarce. There are also three outlaw gangs who will consider mercenary employment. The force below, Harran's Death Brothers, is more or less typical of both groups.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Captain / I	8	120	Ch/13	30	Y5	N	120ha	75ha	15	Various / Warrior, Scout / +10 weapons.
Sergeants / 3-6	4	80	RL/9	25	Y	N	80bs	35da	15	Various / Warriors / Seasoned veterans.
Regulars/15-40	2	45	SL/7	20	Y	N	50sp	30sb	10	Mix of Men / Warriors / Ferocious if cornered.
Foragers / 10-30	2	40	SL/5	25	N	N	50ss	30sb	15	Mix of Men / Scouts / Not noted for loyalty.

19.1.9 THE LOSSOTH

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Shamans / 4	5	44	SL/4	40	Y	(-/L)	45sp	50sp	15	Lossadan / Animists.

These holy-women are rugged and exalted spiritual leaders. They believe they cannot be killed and cannot be stunned (be it magic or their being, they ignore stun results, but not the other crit. results). They are the arbiters of their people's conservative folkways. Each wears magical sealskin armor {AT 4) and carries a +20 Ice-drake horn spear (of slaying Ice-drakes) which can be thrown without a range penalty. Each knows 6 Animist lists (to 10th lvl) and 3 Channeling lists (to 10th lvl). They have 15 PPs and a +4 spell adder {earring).

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Hunters / 96	3	51	RL/7	10	N	(A/L)	65sp	70sp	10	Lossadan / Warriors.

These superb hunters have +50 tracking bonuses. Their spears serve as harpoons which stick into a foe or his protective covering with any critical result (unless specified as carrythrough or glance; foe then has a -50 penalty to his MovM and OB's until the harpoon or covering is removed; 2-20 rounds to remove). Most carry -10 handaxes (45ha), and many have +5 bolas (50bo).

19.1.10 MILITARY FORCES OF OTHER TIMES

MID-SECOND AGE

TANRAZÔN KANZILÊ (Ad. "Skill-keepers Circle") Númenórean Diplomatic Party

The Numenóreans conquered wherever they went during the Second Age. Their expeditionary forces seldom appeared in Eriador and won't be described here. More often, small parties of merchants and diplomats went forth from the Númenórean treaty ports and trading posts to negotiate with, offer assistance to, and generally overawe the Eriadorans. The legation detailed below is similar to several that established safe and privileged passage for the Men of Westernesse from Tharbad all the way to the North Downs in the mid-Second Age, allowing the mystics and exiles of the Faithful of Númenor to build their refuges in safety. These small parties were capable of defending themselves against an entire Eriadoran tribal army in a pinch. Note that, along with their superior weaponry, these men were, on the average, just under 7' tall and 250 lb. in weight; the natives were typically a head and a hundred pounds smaller.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Legate / I	35	150	Ch/14	55	N	(A/-)	150ss	80cp	20	Númenórean / Bard.

The leader of the mission, this distinguished personage wears +20 soft leather clothing that protects as a chain shirt and greaves. His +20 short sword does a secondary electrical critical. He has an *Amulet of the Master* (a x4 PP multiplier) and a *Ring of Istam* (*Detect Magic,* all realms, 3' range); the ring is also +20 to DB and RR. As the colonies tended to provide an outlet for ambitious Numen6rean women, there is a 20% chance that the Legate will be female. If this occurs, double the percentage chance of anyone else in the party being a close relation.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Indrakhôr / I	25	170	Pl/20	75	Y20	(A/L)	200bs	180cp	15	Númenórean / Warrior.

"Lord of Power." Responsible for the security of the mission, but usually not one of the leaders. He wears loose-jointed, comfortable, Numen6rean +10 plate mail that wears as AT Ch/15. His +20 broadsword does a secondary slash critical. His +15 steel composite bow has double normal range and he carries alchemically altered arrows that can illuminate, flare, etc. There is a 5% chance of his being a spy or a source for a spy. As a spy he could be working for the Legate's faction or family, a rival faction, an native faction, one of the rulers of Númenor, Lindon, or Mordor, or an Eriadoran king.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Kanzakhôr / I	20	90	No/2	40	N	N	60ss	40da	20	Númenórean / Mage.

"Lord of Essence" or Knight Magister, Usually a pure Mage, but sometimes another type of Essence user. Always an expert on magical matters and local arcane and religious lore. Wears a Amulet (x3 PP multiplier); carries a Magician's Rod (+2 spell adder, +20 to bolt spells. 30 points *Essence Hand* per day); wears +20 enchanted robes and other protective magic. Directed Spells: 120, Base Spell: 40. 20% chance of being female, 20% chance of being a relative of the Legate. 10% chance of being a spy or source, but more likely to be dealing with Mordor than Lindon.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Concords of the Guild	4	15 100	SL/5	25	N	A/-	120bs	80da	15	Númenórean / Bards/Special.

+15 weapons,+10 leather armor, typically with a special protection against certain wounds, spells, or poisons. They wear a *Concord's Amulet:* a x2 multiplier, +1 adder, +10 to RR, DB. These are professional merchants, diplomats, and scholars, employed by the Legate's family or company or by the Colonial Government. Each knows 10 spell lists to 20th level; the lists can from any one field of magical study. 20% chance of being female, 10% chance of being a relative of the Legate, 10% chance of being a spy or source.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race/Type/Notes
Thôrzagar / 2	20	160	Ch/14	65	Y15	(A/-)	180bs	185cp	25	Númenórean / Warriors.

"Sword-scions" or Knights of the Guild, the crown, or some other organization. This title was originally equivalent to "Lieutenant" in early Númenor. It became a title of semi-nobility in the second millennium of the Second Age to give Númenórean soldiers rank over local Endoran nobles. These officers wear non-encumbering mithril alloy chain mail and bear +15 weapons and equipment. Each wears a jeweled Guild Amulet that is +10 to RR and DB and acts as a +2 spell adder. They carry 1-10 herbs of healing and enhancement (*Nightvision* and *Haste,* for instance). Each knows five spell lists to 5th level. They will speak all local languages. 20% chance of being related to one of the party leaders, 10% chance of being a spy or informer. 20% likely to have an Eriadoran mistress.

19.1 MASTER MILITARY TABLE

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Arohtari / 5	12	130	Ch/14	55	Y10	(A/-)	135bs	130cp	15	Númenórean / Warriors.

Sergeants, tough professionals, able to command soldiers of any race.+10 equipment and a Guild Amulet like their officers. 5% chance of being a spy or informer, 30% likely to have an Eriadoran wife or mistress.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Ohtari / 20	6	110	Ch/14	50	Y10	(A/-)	100bs	85cp	15	Númenórean / Warriors.

Elite professional soldiers. +10 equipment, 20% likely to have an Eriadoran wife or mistress, 10% likely to be a spy or informer. Will carry a spear while on duty.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Rhivilyr / 50	3	60	RL/9	40	Y	A/-	65sp	55ha	10	Eriadoran / Warriors.

Local mercenaries; 10% will be Rangers or Scout/Rogues, rather than Warriors, doubling as local guides. The Rhivilur are the heavy labor force for the legation, aided by the servants. Excellent morale; working for Guild gives them a higher social rank then serving a local ruler. +5 armor, handaxe (60ha), spear, and sword (60ss). 10% likely to be a spy or informer. Two or three will be the illegitimate offspring of some of the Númenóreans in the legation. Will carry a spear while on duty.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Servants/100	2	30	No/1	5	N	N	30cl	30ro	0	Mixed Men / Scout/Rogues.

Eriadoran household and body servants, with a few mixed blood and pure Dúnadan in charge. 20% are related to the soldiers in the party. 10% likely to be a spy or informer. They will fight if trouble occurs; anyone desperate enough to attack the Diplomatic Party is likely to kill the servants out of hand and take only the Númenóreans for ransom.

THIRD AGE 1974 — FOURTH AGE 3

FORFERYTH ("The Rangers of the North," a.k.a. "The Rangers")

During normal travel, Rangers wear bland clothing and bits of old armor not readily discernible from the clothing of the trappers and tinkers who normally wander the north country. When given a chance to prepare for formal combat, they acquire steel helms and fine chain mail that is scarcely detectable under their cloaks and tunics. An *Elenriss*, the traditional Ranger's silver cloak pin, serves as their only badge of membership, and it is seldom shown in public. The leaders of the order wear no distinctive livery, but they are known personally to all of their men.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Chieftain /1	25	145	Ch/13	80	Y10	N	150bs	140lb	10	Dúnadan / Ranger.

The Chieftain of the Rangers is the Heir of Isildur. Typically the Chieftain wears +15 leather armor that protects as chain and allows spellcasting. His +15 broadsword is mithril or holy, slaying either Orcs or Trolls. His +15 Elvish longbow has double normal range; his cloak and boots add +50 to Hide/Stalk. He carries a token or item of jewelry that acts as a x3 PP multiplier, adds +20 to *Detect Poison and Disease*, and *Purifies* any liquid in which it is immersed more that a minute. The Chieftain knows 10 Ranger spell lists to 20th level and 6 Channeling lists to fifth. His bonuses are at least 90 in Perception, Stalk/Hide (140 with cloak), and Track, and he speaks at least six languages: Westron, Adûnaic, Dunael, Quenya, Morbeth, and Sindarin.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Captains /4	21	140	RL/7	40	N	A/-	150bs	140cp	20	Dúnadan / Rangers.
			Ch/14	70	Y10	A/L	150ml	140cp	10	

At least one of the Captains will be an heir of the Line of Isildur, They wear +15 leather armor that encumbers as cloth and allows spellcasting, and carry both a +15 broadsword of Orc-slaying and a +10 composite bow with double normal range. If given time to prepare for formal combat, each Captain will have access to +15 chain mail that encumbers as leather and additional +10 weaponry. Ranger cloaks and boots are of Elvish make but of Eriadoran style, adding, respectively, +30 to Hide/Stalk. Each will carry a token or good luck charm, also made by the Elves, that acts as a x2 PP multiplier, adds +20 to *Detect Poison and Disease*, and *Purifies* any liquid in which it is immersed more that a minute. Each Captain will know 8 Ranger spell lists to twentieth level and 3 Open Channeling lists to fifth. Each has bonuses of at least 80 in Perception, Stalk/Hide (110 with cloak), and Track. All will speak at least six languages: Westron, Adûnaic, Dunael, Quenya, Morbeth, and Sindarin.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Rangers, Senior/ 60-100	16	130	SL/6	35	N	A/-	125bs	130cp	20	Dúnadan / Rangers.
			Ch/14	65	Y10	A/L	110sp	130cp	15	
Rangers /100-200	12	110	SL/6	35	N	A/-	110bs	90cp	20	Dúnadan / Rangers.
			Ch/14	65	Y10	A/L	110sp	90cp	15	

Northern Dúnadan. The senior Rangers are, on average, almost fifty years older than their juniors. Beyond this classification, chain of command within the order is determined by individual seniority and prestige. Each Ranger normally wears a +10 soft leather tunic that encumbers as cloth and allows spellcasting, as well as a +10 broadsword, composite bow, and small shield. In practice, the Rangers of the North tend to be individualistic in their choice of weapons, and short swords, crossbows, spears and axes of good quality also appear in their companies. Ranger cloaks and boots are of Elvish make but of Eriadoran style, adding, respectively, +30 to Hide/Stalk. Each will carry a token or good luck charm that acts as a x2 PP multiplier. Each will know 5 Ranger spell lists to 10th level and 3 Open Channeling lists to 5th. Each has bonuses of at least 60 in Perception, Stalk/Hide (90 with cloak), and Track. All will speak at least five languages: Westron, Adûnaic, Morbeth, Sindarin, and either Dunael or Quenya.

THE HOST OF LINDON AND THE DWARVES OF THE ERED LUIN

In the later Third Age, Lindon can muster no more than half the forces noted for the 17th century and will be less inclined to do so. The Dwarves of the Ered Luin are in a similar state.

FOLK OF THE SETTLEMENTS

The various petty realms of Men in Eriador will mount forces similar to the feudal levies described in the Cardolan military charts. Only Bree and Saralainn remain politically intact throughout the Third Age, and the quality of their weapons drops with the decline in Dwarven and Gondorian trade.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes

HOBBITS OF THE SHIRE

While potentially the largest military force north of Gondor, the Hobbits are very insular and frankly uninterested in warfare. This situation is exaggerated throughout the Third Age by the Rangers' deliberate policy of protecting the Shire at a distance, which normally precluded any Hobbit involvement in their own defense. The Shire-muster, as the local militia is called, does public works and provides emergency labor just as the old Arthadan militia did. When it is summoned on a large scale for alerts or military drill, it becomes the Hobbitry-in-Arms. Only the more eccentric Tooks and some of the border districts actually train their muster, and the morale of the Hobbitry-in-Arms under combat conditions is questionable, at best. The advantages the Hobbits have are their intense mutual loyalty and their inherent toughness. Their weapons are mainly farm and hunting tools, their logistical system is made up on the spot. The Hobbit gentry would spend the first hours of a crisis reading old books to find out how to lead troops on a battlefield.

Name/Numbers	Lvl	Hits	AT	DB	Sh	Gr	Prim OB	Sec OB	Mov M	Race / Type / Notes
Thane/1	7	65	Ch/16	50	Y	N	90ss	95sb	20	Fallohide / Warrior.
The Thane is typically a Took. Other leadership is similar to that of the Arthadan militia.										
Trained Fighters /1000	3	35	No/2	20	N	N	60sp	60sb	20	Hobbits / Rangers or Warriors.
All have a special +20 bonus to Stalk/Hide. Half of these are Rangers (hunters, trappers, and woodsfolk) with a special +5 bonus to their Ambush skill; the other half are true Warriors (shirriffs, constables, and border watchmen and guards). Most will actually have their own spears and bows.										
The Commons /10,000	1	25	No/2	10	N	N	20We	(30sb)	10	Hobbits / Warriors.
About 25% own a bow. 75% fight with clubs, tools, and farm implements. Most of the real weapons are Mathoms, curios taken out of closets and down from wall displays.										

CODES

Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and Mov M (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the entry possesses equivalent devices or spells.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively. Parentheses indicate the protective features of greaves, but that greaves are not actually worn (e.g., chain hauberk, spells, etc.).

OB's (Offensive Bonuses): Abbreviations follow OBs; weapons are in small letters, while body attacks begin with capitals:

ba = battle-axe	bo = bola	bs = broadsword	cl = club	cp = composite bow
da = dagger	fa = falchion	Fi = Fist	fl = flail	ha = handaxe
hb = halbard	hcb = heavy crossbow	ja = javelin	ky = kynac	lb = long bow
lcb = light crossbow	ma = mace	mg = main-gauche	ml = mounted lance	ne = net
pa = pole arm	qs = quarterstaff	ra = rapier	ro = Rock	sb = short or horse bow
sc = scimitar	sl = sling	sp = spear	ss = short sword	ts,th = 2-handed sword
ts = throwing star	wh = war hammer	wm = war mattock	wp = whip	We = any Weapon

MAsw (rank) = martial arts sweeps and throws (highest rank)—*MERP:* see p. 218: 1 = Novice; 2 = Standard; 3,4 = Expert.
MAst(rank) = martial arts strike (highest rank) — *MERP:* see p. 218: 1 = Novice; 2 = Standard; 3,4 = Expert.

Animal and unarmed attacks are abbreviated using code from the Master Beast Table 19.3 (see page 390). Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Secondary Criticals: In this table and in Table 19.2, a special "secondary critical" is indicated for certain weapons. Whenever such a weapon delivers a normal critical with a severity of 'B' of more, it also delivers a "secondary critical" that has a severity that is one step less (e.g., an 'E' result delivers a 'D' secondary critical, a 'D' result delivers a 'C secondary critical, etc.).

Race/Cultural grouping: Dúnadan characters are described as Númenórean if they were born in the island realm; those born in Middle-earth are described either as Dúnadan or Black Númenórean, depending on which of the two Númenórean colonial cultures they belong to. Characters of mixed Dúnadan and common descent are defined as either Haënadan (Rhudauran) or Targil (Cardolani.) The Common folk of Eriador are here classified as Arthadan, Cardolani, or Gondorian; if they fit none of these distinctive cultures, they are described as Eriadoran. Northmen are classified either as Eriadan (of Eriadoran stock) or as Northman (of Rhovanic mercenary descent). The Angmarean and Rhudauran populations are culturally and racially distinct from other common folk, having, respectively, Easterling and Dunnish/Hillman components.

Professions: In each case, the *MERP* profession is given first, and if needed, a separate *RM* profession is added after the slash. Two notes: first, the *MERP* "Warrior" profession is equivalent to the *RM* "Fighter;" second, the *MERP* "Bard" profession is used for generic "jack of all trades" characters, and the skills and spells of these characters varies widely throughout the table.

See also the Codes for the Master NPC Table 19.2 (p. 389).

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes

The characters below are listed in order of the chapters in which they are first or best described. The characters fully described in Section] 0.0 have additional stats given for significant family members and important connections. Not all of the characters described in the text could be included here. The military tables in this module (Table 19.1), as well as the generic character tables in the *MERP* (Table ST-3, p. 252-254) and *RM* rule books *(ChL* Table 15.5.3), can provide guidelines for determining their statistics.

Only combat and unusual skill bonuses are provided in this table, you can refer to the generic NPC tables in *MERP* (Table ST-3, p. 252-254) and *RM* rule books *(ChL* Table 15.5.3) for other skill bonuses.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
THE LINE OF ISILDUR (Section 10.1.1)										
Argeleb II	25	163	Pl/19	55	Y15	N	170ss	175cp	10	Dúnadan Warrior.
Tenth King of Arthedain. See Section 10.1.1 for special effects of wearing the Heirlooms of the North Kingdom.										
Arvegil	25	85	Ch/16	70	Y15	N	95bs	88cp	5	Dúnadan Bard.
Crown Prince of Arthedain. See Section 10.1.1 for details. In combat, is AT Pl/19 with A/L greaves that do not affect his bonuses.										
Celeborn	0	20	No/1	20	N	N	10TKi	______	20	Dúnadan Scout/Thief.
Somewhat spoiled, picks pockets to get attention. Toy leather ball that responds to any friendly scrying (i.e., searching) spell up to x 10 normal range, x20 if it is cast by his mother.										
Cathrandil	1	25	No/1	30	N	N	30MAst(1)	30ro	30	Dúnadan Ranger.
Eldest son of Nírena and Valandil. +70 skill in getting around any part of the King's palaces residence unseen. A medallion around his neck produces an illusion that seems to alter his location; -50 to attacks for 5 rounds/day.										
Liriel	18	88	No/2	50	N	N	100ss	100da	30	Dúnadan Bard.
Queen of Arthedain. See Section 10.1.1 for details. Can secretly wear plates that make her back and chest Pl/20(-75).										
Minastir	15	153	RL/12	75	Y5	A/L	140bs	90hcb	10	Dúnadan Ranger.
Prince of Arthedain. See Section 10.1.1 for details.										
Nírena	18	90	No/2	30	N	N	60ss	—	20	Dúnadan Mage/Magician.
Princess of Arthedain. See Section 10.1.1 for details. Prefered attack is a +135 OB *Lightning Bolt* from a wand.										
Valandil	18	145	Ch/13	50	Y15	N	170ss	145cp	30	Dúnadan Warrior.
Scholar and husband of Princess Nírena. Wears a hidden unencumbering chain shirt; wields a mithril shortsword that does a secondary Slash critical. Sometimes uses a dagger in place of a shield.										
THE GREAT HOUSES OF ARTHEDAIN (Section 10.1.2)										
Aldarion	5	95	SL/6	30	N	N	90ss	70cp	25	Dúnadan Warrior/Rogue.
Grandson of Duraldar Foro, Page in Fornost, +80 skill in getting around the Citadel and palace.										
Barahir	7	65	No/1	10	N	N	80cl	65ro	10	Dúnadan Scout/Rogue.
Nephew of Caramir Hyarr, imprisoned in Sudúri. Suffering from consumption; coughing fits 3-30 minutes apart.										
Belathir	14	135	No/1	35	N	N	130bs	130cp	15	Dúnadan Warrior.
Haldan's nephew, imprisoned in Umbar, Still wearing +20 family Ring of Defense (i.e., +20 to DB). Working with Umbarean armorers to pass the time, thus has access to weapons.										
Barfindil	16	150	Pl/19	50	Y10	A/L	150bs	110cp	10	Dúnadan Warrior.
Canotar of the Dagarim Tarma.										
Caramir	17	170	Pl/19	60	Y15	A/L	160bs	160cp	15	Dúnadan Warrior.
Hiraratar Hyarr. See Section 10.1.2 for details. Can also use a 145ml attack.										
Carriniel	25	77	No/2	10	N	N	55da	__	5	Dúnadan Scout/Rogue.
Telcrist's grandmother. +80 Herb Lore skill, +70 Trading skill, *MERP:* she knows 8 Open Channeling lists plus Plant Mastery and Animal Mastery, all to 10th level; in *RM,* she knows all of these lists, plus Herb Mastery to 10th level.										
Duraldar	21	175	Pl/19	65	Y15	A/L	180bs	170cp	15	Dúnadan Warrior.
Hiraratar Foro. See Section 10.1.,2 for details.										
Edhelion	24	98	No/2	35	N	N	65qs	45cl	0	Dúnadan Mage/Mystic.
Great uncle to Caramir Hyarr. Member of the Council of Seers. Elderly, conservative, loyal to his family. 96 PP, x2 multiplier amulet. +10 ring acts as +4 spell adder, +20 robes of defense, *Blur* and *Hues* 4/day. +10 quarterstaff does a secondary Impact critical (from "ringing" sound); will return if thrown 3/day, Knows 3 spell lists to 25th level, 4 to 20th, 12 to 10th.										
Ammerethiel	15	80	No/4	50	N	(A/L)	90da	70lb	30	Silvan Animist.
+30 (to DB) Robes give *RM* AT: 4 and the protection of greaves with no penalties to her bonuses. *MERP:* knows all Open Channeling and Animist Spells to 10th level. *RM* knows all Open and Closed Channeling spells to 10th level.										
Narathiel	26	90	No/2	25	N	N	110da	80ro	0	Dúnadan Bard.
Hiraratar Noirin. See Section 10.1.2 for details.										
Erhuan	19	180	Pl/19	60	Y10	A/L	160bs	135cp	10	Dúnadan Warrior.
Canotar Noirin,										
Ferenariel	21	95	No/2	25	N	N	70ss	35ss	15	Dúnadan Mage/Magician.
Speaks for House Tarma on the Royal Council. *MERP:* she knows Spirit Mastery plus all Open Essence lists. *RM:* knows] 2 spell lists to 20th level, none of them elemental.										
Finralin	24	94	Pl/19	45	Y15	A/L	135ss	120cp	10	Dúnadan Warrior.
Hiraratar Tarma. See Section 10.1.2 for details.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Gilrána	23	155	Ch/15	75	Y15	A/L	175ra	165cp	25	Dúnadan Warrior.
Captain of Narathiel Noirin's bodyguard. +25 mithril-edged rapier, does aa secondary Electricity critical. +20 mithril chain mail and greaves, covered, non-encumbering. +15 Shortsword in left hand, protects as small shield.										
Haldan	16	140	Pl/19	15	N	A/L	170ts	150cp	5	Dúnadan Warrior.
Hiraratar Orro. See Section 10.1.2 for details.										
Methilir	22	166	Pl/19	80	Y20	A/L	170ss	150cp	25	Dúnadan Warrior/Rogue.
Has Seer powers. Can also use a 165ml attack. See Section 10.1.2 for details.										
Miraldawen	9	66	No/2	20	N	N	66ss	70cp	20	Dúnadan Bard.
Telcrist's new wife. Quarrelsome, has some growing up to do.										
Mirien	11	68	No/2	5	N	N	40da	—	5	Dúnadan Mage/Illusionist.
Hand-Maid to Queen Liriel. *MERP*: knows Spirit Mastery and Illusions lists; *RM*: knows 5 Illusionist lists to 10th level.										
Pirlothiel	17	88	No/2	30	N	N	105da	75da	20	Dúnadan Bard.
Lady of Foro; knows 8 spell lists to 10th lvl, knows various lore spells, cast as Channeling spells. +70 political skill, +60 court gossip skill.										
Telerist	21	140	Sl/5	90	Y15	A/-	145bs	145cp	20	Dúnadan Ranger.
Hiraratar Emerië. See Section 10.1.2 for details. Can also attack with 60MAst(2). Sometimes wears Pl/19 (-70), MovM 10.										
Tembrith	13	140	Ch/14	50	Y10	A/-	135bs	110da	15	Dúnadan Warrior/Rogue.
Hyarr cousin, attempting to betray the Lady Ammerethiel.										
OTHER PERSONALITIES OF THE ARTHEDAIN (Section 10.1.3)										
Baragund	12	135	Ch/14	55	N	N	140bs	110cp	35	Dúnadan Warrior/Rogue.
80MAst (rank 3). Scribe to Prince Arvegil. See Section 10.1.3 for details.										
Belavanna	12	82	Sl/5	25	N	N	73ss	70da	25	Dúnadan Bard,
+12 Base Spell OB. Herald to Prince Arvegil. See Section 10.1.3 for details.										
Blancho	6	63	SL/5	40	Y	N	85ss	60sb	25	Fallohide Hobbit Warrior.
Co-founder of the Shire. See Section 10. 1.3 for details.										
Esgaltur Lussiril	17	145	Ch/13	30	N	N	130ss	85cp	25	Dúnadan Bard.
Chief of Spies in Arthedain. See Section 10.1.3 for details.										
Linuilë	200	450	No/4	150	N	N	250MAst(	210ro	105	Maia Animist (Mage).
Water Spirit. Use Large creature criticals. Can also use a 250MAsw(4) attack. See Section 10.1.3 for details.										
Marcho	7	70	SL/5	45	Y	N	70ss	65sb	30	Fallohide Hobbit Scout/Rogue.
Chieftain of Fallohide tribe of Hobbits.										
Marl Tarma	23	145	Ch/13	75	Y15	N	145ss	135cp	15	Dunadan Ranger.
Captain of the Royal Rangers of Arthedain. See Section 10.1.3 for details.										
THE PRINCES OF CARDOLAN (Section 10.2.1)										
Ardagor	21	236	Rl/11	40	N	N	145th	—	45	Half-elf/Half-troll Bard/Mystic.
The Warlord. Sword does double concussion hit damage. See Section 10.2.1 for details.										
Barahir	13	148	Ch/14	65	Y10	A/L	125ss	130cp	10	Dúnadan Warrior.
Grandson to Hallas of Dol Tinarë. Has a Mithril edged sword.										
Celedur	15	150	Pl/19	50	Y10	A/L	150ha	110cp	10	Dúnadan Warrior,
Son and heir to Hallas of Dol Tinarë. Ax does a secondary Crush critical, cannot be fumbled, "sings" as it is swung in combat. Brass-plated +10 armor, Dwarven-made, reduces the severity of torso criticals by one step.										
Eärnil	17	130	Ch/14	65	Y10	A/L	132ma	98ma	15	Dúnadan Warrior.
Regent of Girithlin. See Section 10.2.1 for details.										
Faradil *(see listings for "Tharbad (Section 10.2.3)" below.)*										
Finduilas	16	101	No/2	35	N	N	98ra	—	30	Dúnadan Mage/Bard.
Ernil of Dol Calantir. +110 Directed Spells Bonus, +37 Base Spell OB. See Section 10.2.1 for details.										
Hallas	19	74	Pl/20	15	Y5	N	83ss	67lb	-30	Dúnadan Warrior/Rogue.
Ernil of Dol Tinarë. MovM 0 when unarmored. Cannot move faster than a walk. See Section 10.2.1 for details.										
Imlach	14	165	Ch/13	50	Y5	N	132fa	96lcb	20	Dúnadan Warrior.
Canotar. Gondorian. See Section 10.2.1 for details.										
Lóranna	7	58	SL/5	40	N	N	65ss	60ro	20	Dúnadan Bard.
Daughter to Faradil. +10 leather armor, reduces the severity of Puncture criticals by two steps. Knows 4 Bard spell lists to 10th.										
Lanaigh	14	142	Sl/8	20	N	N	137wm	72sb	25	Dunnish Warrior.
King of Saralainn. See Section 10.2.1 for details.										
Pelendur	15	114	Pl/18	60	Y5	A/L	128bs	112lb	10	Dúnadan Warrior.
Hir Tyrn Gorthad. Sword slays Undead. See Section 10.2.1 for details.										
LESSER POWERS (Section 10.2.2)										
Bemakinda	17	155	Ch/13	20	N	N	160bs	65cp	20	Northman (Eriedan) Warrior.
Retired Fëotarin General. See Section 10.2.2 for details.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary 08	Mov M	Notes
Echorion	9	107	Pl/19	60	Y10	A/L	114ml	67lcb	15	Dúnadan Warrior.
Hir Girithlin. Can also make a 97bs attack. See Section 10.2.2 for details.										
Fiorel	12	97	No/4	35	N	N	95da	90da	25	Dunnish Scout/Thief.
The Mactosh of Mactosh. Can make two 95da attacks each round, one in each hand. See Section 10.2.2 for details.										
Olby	6	62	No/1	20	N	N	30cl	5cl	25	Gondorian Warrior/Rogue.
Leader of unrest in Sudúri. See Section 10.2.2 for details.										
Pelenwen	11	132	No/1	20	N	N	94qs	25sl	35	Dúnadan Animist/Healer.
Sister of the Hir Tyrn Gorthad. See Section 10.2.2 for details.										
Sherl	9	93	No/3	25	N	N	79sp	35sp	40	Wose (Beffraen) Animist/Seer.
Oracle of the Beffraen. See Section 10.2.2 for details.										
THARBAD (Section 10.2.3)										
Eratil	9	105	RL/9	45	Y5	N	75ss	60cp	15	Dúnadan (Tergil) Scout/Rogue.
Chamberlain to the Canotar. See Section 10.2.3 for details.										
Farad il	14	145	Ch/13	25	N	A/-	139bs	120cp	15	Dúnadan Warrior/Rogue.
Can use his +10 shield to increase his DB to 60. Also can use a 100 thrown dagger attack. See Section 10.2.3 for details.										
Silmarien	16	101	No/2	25	N	N	25da	25da	15	Dúnadan Mage/Magician,
Owner of Silmarien's Used Clothing. +125 Directed Spells Bonus,+32 Base Spell OB. See Section 10.2.3 for details.										
MERCENARY CAPTAINS										
Daeros	12	126	Pl/18	60	Y5	A/L	140ha	65lcb	10	Dúnadan Warrior.
The Cruaidh Maraich Captain.										
Forak	11	90	Ch/13	20	N	N	105sp	85sp	20	Half-orc Warrior/Rogue.
The Forak-Eiginn Captain.										
Khanli	12	133	Ch/15	25	N	A/-	125ba	75ha	15	Dwarven Warrior,
The Troich-Armchleasah Captain.										
Tarhad	11	136	Pl/18	60	Y10	A/L	137bs	951cb	15	Dúnadan (Targil) Warrior/Monk.
The Ragha Crann-Sleagha Captain. Can also use a MAst 80 (rank 2) attack.										
LEADERS OF RHUDAUR (Section 10.3)										
Broggha	19	140	RL/9	85	Y10	A/-	150sp	125sp	25	Dunnish (Hillman) Ranger.
Targ-Arm of the Hillmen, later King of Rhudaur. See Section 10.3 for details.										
Elentiriel	21	130	No/2	15	N	A/-	95cl	80cl	20	Dúnadan Animist/Cleric.
Captive of the Targ-Arm. See Section 10.3 for details.										
Ermegil	17	150	Pl/18	45	N	A/L	180ba	80ha	15	Dúnadan/Eriadoran Warrior.
King of Rhudaur. See Section 10.3 for details.										
Maschbram	13	93	Sl/6	35	N	A/-	110ss	75da	10	Dunnish Scout/Rogue.
Steward of Rhudaur. Uses poison. See Section 10.3 for details.										
THE MAIAR AND ISTARI (See ICE's *Valar & Maiar* for detailed descriptions of these characters.)										
Gandalf, the Grey	35(70)	200	RL/12	120	N	N	140bs	15sp/da	25	Istar Mage/Magician.
Uses minimal force to resolve problems. Use Large creature criticals.										
Goldberry	150	188	No/4	110	N	N	155We	185 We	25	Maia Animist/Bard.
Water Spirit. Use Large creature criticals.										
Saruman, the										Use Large creature criticals.
White	50(100)	200	RL/12	110	N	N	100bs	25sp	45	Istar Mage/Astrologer
Many-Colored	50(100)	200	RL/12	130	N	N	100bs	25sp	45	Istar Mage/Astrologer
Sharkey	12(50)	90	No/2	40	N	N	100bs	25sp	20	Istar Mage/Illusionist.
Saruman the Wizard after his fall.										
Tom Bombadil	360	630	No/4	175	N	N	385qs	335We	155	Maia Animist.
Earth Spirit. Use Large creature criticals.										
THE ELVES OF ERIADOR (Section 10.4)										
Andovan Pasdal	18	155	Ch/13	95	Y30	N	165bs	160lb	30	Sinda Ranger.
Guardian of Harlindon. Uses a long knive in place of a shield. See Section 10.4 for details.										
Arwen	15	90	Ch/13	70	N	(A/L)	160ra	135ky	50	Half-elf Bard.
Daughter of Elrond and Celebrian, later Queen of Arnor and Gondor. AT RL/12 when in robes. See ICE's upcoming *Elves* for more details.										
Árelia	9	77	SI/9	30	N	N	75ss	80lb	25	Sinda Animist/Healer.
Niece of Andovan Pasdal.										
Elindiel Árakalina	38	155	Ch/14	90	Y20	(A/L)	170bs	190lb	30	Noldo Bard.
Princess of Siragalë. Uses a dagger in place of a shield. See Section 10.4 for details.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Elladan & Elrohir	25	150	Pl/20	120	Y15	A/L	170bs	165lb	25	Half-elf Rangers.
Twin sons of Elrond. See See ICE's upcoming *Peoples of Middle-earth* module, *Elves,* for more details.										
Elrond	65(85)	230	Pl/18	143	Y25	A/L	268bs	250lb	35	Half-elf Animist/Cleric.
(Bard, Lay Healer, Fighter) of Imladris. See See ICE's upcoming *Peoples of Middle-earth* module, *Elves,* for more details.										
Fillitir	10	81	Ch/13	50	Y15	N	105bs	120lb	30	Sinda Ranger.
Nephew of Andovan.										
Glorfindel	50	225	Pl/17	110	N	(A/L)	291th	265lb	45	Noldo Warrior(Mentalist).
Chief of the Guardians of Rivendell. See ICE's upcoming *Peoples of Middle-earth* module, *Elves,* for more details.										
PERSONALITIES OF OTHER TIMES (Section 10.5)										
Second Age (Section 10.5.1)										
Elendil	60	180	Pl/20	205	Y45	A/L	205bs	195lb	10	Dúnadan (Númenórean) Warrior.
Lord of Andúnië. High King of Arnor and Gondor. See Section 10.5.1 for details.										
Gil-galad	100	225	Pl/20	240	Y50	A/L	430sp	340sp	65	Noldo Warrior (Astrologer).
King of Lindon. High King of the Noldor. His cloak acts as his shield. See Section 10.5.1 for details.										
T.A. 1409 (Section 10.5.2)										
Arveleg I	28	170	Pl/19	60	Y15	N	190ss	195cp	10	Dúnadan Warrior.
Eighth King of Arthedain. See Section 10.5.2 for details.										
Malborn	25	70	No/2	70	N	N	85ss	30da	15	Dúnadan Animist/Seer.
High Seer of Arthedain. Uses Wand of Fear at his +50 base spell bonus. See Section 10.5.2 for details.										
T.A. 1974 (Section 10.5.3)										
Arvedui	24	159	Pl/17	60	Y15	N	165ss	170cp	10	Dúnadan Warrior.
Last King of Arthedain. See Section 10.5.3 for details.										
Aranarth	18	119	Ch/13	65	Y15	N	120ss	125cp	15	Dúnadan Ranger.
As Crown-prince of Arthedain and Lord Commander of the Royal Army, See Section 10.5.3 for details.										
Aranarth	32	150	Ch/13	65	Y15	N	170ss	175cp	15	Dúnadan Ranger.
As Chieftain of the Rangers. See Section 10.5.3 for details.										
Anaras	7	79	Ch/13	40	Y5	N	80ss	85cp	10	Dúnadan Ranger.
Aide and cousin to Aranarth; Member of the Royal Rangers. Wears a Ranger's Ring (+3 spell adder) and has 14 PP. His armor wears as if it is organic. He knows 3 base Ranger lists (to 10th lvl).										
Bucca	6	64	RL/10	50	Y	N	90ss	90sb	25	Harfoot Hobbit Warrior.
Chieftain of the Marish in Eastfarthing. See Section 10.5.3 for details.										
Eärnur	31	162	Pl/18	55	Y20	A/L	163bs	160cp	-5	Dúnadan Warrior.
Malbeth	28	77	No/2	45	N	N	70ss	35da	10	Dúnadan Animist/Seer.
High Seer of Arthedain. High Counsel to the King. +56 Base Spell bonus. See Section 10.5.3 for details.										
CHARACTERS OF THE WAR OF THE RING AND AFTER (Section 10.5.4)										
Aragorn II	27	180	No/1	60	N	N	185ss	180lb	30	Dúnadan Ranger.
Chieftain of the Rangers of the North. See Section 10.5.4 for details.										
Elessar	36	185	Ch/19	75	Y25	A/L	200bs	180lb	20	Dúnadan Ranger.
Aragorn II in his years as King of the Reunited Kingdoms of Arnor and Gondor. See Section 10.5.4 for details.										
Beretar	23	145	SL/6	60	N	A/-	145bs	150cp	25	Dúnadan Ranger.
Senior captain of the Rangers of the North, later Prince Regent of Arnor.										
Bilbo	9	72	Ch/17	50	N	N	95ss	60da	30	Hobbit Scout/Thief.
Member of the gentry of the central Shire. Harfoot Hobbit with some Fallohide ancestry. See ICE's upcoming *Realms of Middle-earth* module, *The Shire,* for details.										
Frodo	12	79	Chill	50	N	N	120ss	95da	25	Hobbit Scout/Rogue.
Member of the gentry of the central Shire, Harfoot Hobbit with some Fallohide ancestry. See See ICE's upcoming *Realms of Middle-earth* module, *The Shire,* for details.										
Lotho	5	47	Ch/13	30	Y	N	80ss	70sp	10	Harfoot Hobbit Scout/Rogue.
Pipe-weed farmer from Southfarthing in the Shire, later Chief Shirriff. See See ICE's upcoming *Realms of Middle-earth* module, *The Shire,* for details.										
Merry	8	71	Ch/13	75	Y10	N	95ss	80sb	20	Hobbit Scout/Rogue.
Meriadoc Brandybuck. Harfoot/Fallohide Hobbit. Member of Hobbit gentry of Buckland; also Master of Buckland (F.A. 13-64) and Counsellor of the King of Arnor (F.A. 14-64). Prior to the Ring Quest Merry is but 2nd level. See See ICE's upcoming *Realms of Middle-earth* module, *The Shire,* for details.										
Paladin	7	67	Ch/16	60	Y	N	105ss	110sb	20	Fallohide Hobbit Warrior.
31 st Thain of the Shire. See Section 10.5.4 for details.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Pippin	8	63	Ch/13	40	N	N	85ss	95sb	30	Fallohide Hobbit Scout/Rogue.
Peregrin Took. Member of the Hobbit gentry from Tookland. 32nd Thain of the Shire (F.A. 14-F.A. 64), Counsellor of the North Kingdom. Prior to the Ring Quest, he is only 2nd level. See See ICE's upcoming *Realms of Middle-earth* module, *The Shire,* for details.										
Sam	9	77	No/1	45	Y	N	65ss	70sb	20	Harfoot Hobbit Scout/Thief.
Samwise Gamgee. Commoner from Bywater in the Westfarthing. Later Mayor of the Shire (F.A. 7-56) and Master of Bag End, the Smial and former estates of Frodo Baggins. Prior to the Ring Quest, Sam is a 2nd level landscape artist. See See ICE's upcoming *Realms of Middle-earth* module. *The Shire,* for details.										
TRAVELERS GUIDE (Section 11.0)										
The Angle										
Thorlaven	9	129	Ch/1	40	N	A/L	120ba	80sb	5	Northman (Eriadan) Warrior.
Rugged, but corrupt; plays fair with anyone as "tough" as he is.										
Dallo Point	8	70	SL/5	70	Y10	N	70ss	1081cb	30	Stoor Hobbit Scout/Rogue.
Public Speaking and Diplomacy bonuses of +40. Uses fine Dwarven weaponry, earned "the hard way." His crossbow has an intricate cable arrangement that allows it to be fired each round and at normal double range.										
Angmar										
Amlaith	41	151	Pl/18	45	Y10	A/L	180bs	180Ib	0	Dúnadan Warrior.
Ring protects against cold (half all magical damage), sword does double damage (hits and criticals) against Servants of Morgoth.										
Corlagon	30	300	Ch/1	80	N	N	100HBi	100HCI	40	Dragon.
Use Super Large creature criticals. 50 MovM when flying. Wings can cause a +20 *Airbolt* attack in a 1000'R. Can cast Calm Spirits and Detection Mastery spells at will. Causes a 5th level *Fear* attack on sight. Meeting his gaze allows him to use Spirit Mastery spells each round in addition to other actions.										
Ilsendir	37	160	Pl/19	80	Y15	A/L	195bs	170cp	10	Dúnadan Warrior.
Last Baron Eldanar (d. T.A. 1301). Wields the sword Pafrin, a +40 Holy weapon that does a secondary Heat critical.										
Rogrog	20	220	RL/1	40	Y	A/L	200ma	140ro	10	Olog Warrior.
Very intelligent Olog; Warlord of Witch-king's Orc armies. Use Large creature crits. +20 red steel Mace of Firebolts (120' range; x3/day).										
Witch-king	60	360	PI/20	120	N	N	180th	90cp	30	Nazgûl Mage/Sorcerer.
Lord of the Nazgûl and Wraith-king of Angmar. Undead Black Numen<5rean. *MERP:* knows all spell lists to 10th level. *RM;* Uses all base Sorcerer lists to 60th level, and all Open and Closed Essence and Open and Closed Channeling lists to 10th level. He has 1080 PP and bears two primary weapons: (1) a +30 flaming long sword, which does an additonal Heat critical that is the same severity as the normal critical delivered by the attack and also shatters weapons that parry its blows (RR vs. 60th lvl); and (2) a +30 Mace of Elf- and Man-slaying, which also delivers a 60th lvl *Slow Death* curse {victim dies in 1-100 weeks).										
Bree (T.A. 1643)										
The many characters named in this section but not described below are of 1st to 3rd level. Their appoximate combat stats may be derived from Table 19.1, as most are part of the Elhiron Brerinor.										
Braith the Tinker	6	73	RL/11	30	Y	A/-	85sc	80cp	10	Easterling Warrior/Rogue.
Keeps his +5 weapons hidden. 12 PP, knows 4 Open Essence lists. Amulet acts a x2 PP mulitplier and can cast 15 PPs of *Intuitions, Dream, & Death's Tale* from the Direct Channeling list each day. Ambush: 6 ranks. Subterfuge skills and Pick Pocket skill: 65.										
Coldomac Tunnelly	6	71	Ch/13	70	Y	N	89ss	84sb	10	Hobbit Warrior/Rogue.
+10 sword and bow. 30 MovM when not in his chain mail. General skills: 43.										
Cormac	8	125	Ch/1	45	Y10	A/L	123bs	118cp	15	Northman Warrior.
Diplomacy and Public Speaking: 50.										
Éowic	7	96	No/1	45	Y5	N	102bs	126Ib	25	Eriadoran Warrior/Rogue.
Helvorn	10	122	SL/5	60	Y5	N	108bs	96cp	15	Dúnadan Ranger.
On leave from the Royal Rangers.										
Menildir	13	170	Ch/15	60	Y15	A	143bs	126lb	10	Dúnadan Warrior
Bree (T.A. 3018)										
The many characters named in this section but not described below are of 1st to 3rd level. Their appoximate combat stats may be derived from Table 19.1, as most are part of the Ethiron Brerinor.										
Barliman Butterbur	8	79	SL/5	5	N	N	80qs	70da	-5	Eriadoran (Brerion) Warrior.
Innkeeper of Bree.										
Bill Ferny	4	41	SL/5	45	Y	N	65ss	60sb	20	Eriadoran Rogue/scout.
Bree-lander of the time of the War of the Ring. Known to frequent taverns and casually fall into bad company, he is, by 3018, an agent of the Wizard Saruman, cooperating with the Dark Riders in their search for the One Ring.										
Cameth Brin										
Giant's Spirit	25	250	No/1	0	N	N	150HBa	70MAsw(2)	0	Spirit in whirlwind form.
Use Super Large criticals. The secondary attack is a blast of wind, 30R area of effect. Spells negating magic strike as +50 "slaying" *Fireballs.*										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Keleag and Tumach	15	90	No/3	40	N	N	60MCI	75MBi	25	Dunnish werewolves.
Claw attack does a secondary Grappling critical. The Bite attack may be made the round following a Claw attack that delivers stun damage or a Grapple critical. In their human form, they fight with fist or club (+60 OB.) The change to man-wolf form takes 1 round; anyone observing must resist a 4th level *Fear* attack or stand and watch.										
Caras Celairnen										
Bregol	12	135	Ch/13	45	Y10	A/-	110ss	120lb	5	Dúnadan Warrior/Rogue.
Cethwin	15	140	Ch/15	50	Y10	A/L	145ss	140lb	10	Eriadoran Warrior.
Has Elvish ancestry. Good, but ambitious and resentful of the Dúnedain; pushes colonization to become a major lord in F.A. Arnor.										
Eregdur	25	140	No/2	50	N	N	80qs	—	10	Dúnadan Mage/Bard.
150 PP, knows 10 spell lists to 20th level, plus the *RM* Repulsions spell list to ward off evil spirits.										
Lindal	5	48	No/2	30	N	N	40da	35ro	30	Dúnadan Bard.
10 PP, knows three Open Channeling spell lists to 5th level.										
Malestir	21	95	SL/5	65	N	A/L	120cl	135cl	35	Half-elven Bard/Animist.
Quiet, but loaded with magical defenses. Hiking stave is a +15 weapon that does double Crush criticals (roll each critical separately), can't be fumbled, and can be thrown up 40' without range modifiers; it "leaps" back into its thrower's hand 6 times/day.										
Methnir	10(30)	130	Ch/13	50	Y5	N	110bs	120lcb	50	Half-greylin.
Use Large creature criticals. AT: No/4 without armor. Can use a 110MAst(4) attack when not using a weapon.										
Dol Tinarë										
Camrinir the Cursed	18	120	No/2	30	N	N	90ss	96cp	20	Black Númenórean. Mage/Sorcerer.
Mage/Sorcerer (Evil Cleric). Passes himself off as a simple scholar. Has a magical link with a demonic Ordainer of the Void which allows him to perform *Summoning* spells at triple his nominal level.										
Curmegil	4	54	No/1	20	Y	N	52ss	35sb	10	Eriadoran (Cardolani) Warrior/Rogue.
Marelen	2	20	No/1	5	N	N	20cl	—	10	Eriadoran (Cardolani) Bard.
Menmeth	1-10	20*	SL/4	5*	N	N	10MCI*	15MBi*	60	Fëahîn.
GM must determine the level of the cat form manifested; the stats marked with the * are multiplied by this level. The Menmet casts spells and defends against magic as a 40th level Mage (160 PP), hut is bound to use magic indirectly or defensively.										
Nienna *(see Scenario 17.1)*										
Dunland										
Grishmoigh	45	400	Pl/20	60	N	N	240cl	150HSt	5	Half-ent/Half-giant.
Use Super Large criticals. Mithril armor. Uses +50 club of Man-slaying, doing 3x damage (hits & crits). 150 PP, knows evil spells only, favoring those causing pain.										
Isildur	50	180	Pl/20	145	Y20	A/L	200bs	190cp	10	Dúnadan (Númenórean) Warrior.
King of Gondor. 3 Ranger and 3 Essence *(RM* Mentalism) spell lists to 10th level. Sword is mithril, does an additonal Electricity critical that is the same severity as the normal critical delivered by the attack.										
Treebeard	55	556	Pl/19	50	N	N	210HBa	180HGr	30	Ent.
Use Super Large criticals. Can also make a 135HSt attack and a 125 Huge thrown rock attack. 165 PP; knows all Channeling lists, but seldom uses them except to tend to plants and animals.										
Emyn Uial										
Falastir	9	130	Ch/13	55	Y5	A/-	115ss	95lcb	10	Dúnadan Warrior.
-20 to attacks when overcome by guilt.										
Fëaneldor	30	130	No/4	60	N	N	100d	90cl	60	Fëahiîn (Wood Spirit).
Can also use a 100 Medium Fist attack when no piece of dead wood is available. 300 PP; knows all Open and Closed Channeling and Essence spells and all Bard and Ranger spells to 20th level. He does not use any spell that might damage his forest.										
Hoiten	10	110	No/4	30	N	N	50SBi	_______	50	Feahîni.
Ambush: 20 ranks; Stalk/Hide: 150. 20 PP each. They know all Open and Closed spell lists to 10th level, but lack the wits to do anything sophisticated with them. They will use cloaking and camouflage spells of up to 5th level to protect themselves in the woods.										
Lisswen	2	25	No/1	15	N	N	20MFi	—	15	Dúnadan (Arthadan) Animist.
4 PP. Knows 3 healing lists to 5th level.										
Morfana	50	500	No/2	110	N	N	200HBa	110HGr	25	Maia (Storm Spirit).
Use Super Large criticals. Regenerates 10 hits/rd while in its domain. Anything it grapples takes an 'E' electrical critical each round in contact, 500 PP. Knows all spell lists to 20th level, all elemental and weather lists to 50th.										
Eregion										
Celebrimbor	50(65)	180	Pl/20	153	Y30	A/L	210bs	160lcb	55	Noldo Mage/Mystic{Fighter).
Double speed, damage (hits and criticals) on all weapons.										
Fornost Erain										
Calendil Glórnaur	60	110	RI712	100	N	N	120qs		10	Dúnadan Mage/Astrologer.
Numen6rean, Uses 3 potent magic wands, gains his armor type from magical bracers. 480 PP. *RM:* knows all Astrologer lists to 50th level, all non-hea!ing Closed Channeling lists to 30th level, and all Open Channeling lists to 10th; *MERP:* knows all non-healing Channeling lists.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Forochel										
Eloeklo	40	400	Pl/20	90	N	N	275th	175wh	10	Fallen Maia (Spirit of Cold Fire).
Super Large crits; immune to cold. Also use 180HBa and a 120HGr attack; all attacks do additonal Cold crit, the same severity as normal crit delivered by attack. If cold aura negated by fire large enough to immerse him, he dissipates. 10th lvl *Fear* on sight. 300 PP. *MERP:* Ice Law, Wind Law, Essence Hand, and Spell Ways. *RM:* Ice Law, Wind Law, Essence Hand, Spell Reins, Spell Wall to 40th lvl.										
Cloud form	40	400	No/1	120	N	N	180HBa	—	0	
In this form the Eloeklo does only Unbalancing criticals.										
Frodo Gardner	5	50	SL/5	20	N	N	40cl	35sb	20	Harfoot Hobbit Scout/Rogue.
Forestry: 80, Gardening: 70, Herblore: 60.										
Lindon										
Cirdan	60	120	No/1	100	Y20	N	180wh	120hcb	20	Sinda Animist.
Possesses the Elven ring Narya (see Section 15.0) until giving it to Gandalf in T.A. 1000. Sphere and ring control wind and weather within his sight; weapons and armor all float; +45 ithinaur (mithril alloy) warhammer does a secondary Impact critical and a secondary Unbalancing critical; crossbow fires each round with no penalty. Master Shipwright; +136 bonus for all related skills. +100 bonus at all "Governing" skills. 3360 PP. *MERP* knows all Open Channeling and Animist lists; *RM:* knows all Open and Closed Channeling lists to 20th level, all Cleric and Animist lists to 50th. Bracers allow Water Law to 50th, Liquid Alteration to 20th.										
Gaerdaë	30	150	Ch/15	150	Y40	A/L	220bs	230lb	20	Sinda Warrior (Ranger.)
Bow fires twice per round, double range; sword is Holy.										
Lond Daer										
Anardil Aldarion	60	150	Ch/15	150	Y30	N	164wh	170cp	15	Dúnadan (Númen.) Warrior/Rogue.
Ring controls winds in sails of ships around him. Craft skills: 165, Leadership Skills: 120, Nav: 231, Perc: 140, Rie: 150, Swim/Dive: 170.										
Tar-Minastir	60	173	Pl/20	100	Y20	A/L	205wh	195lb	15	Dúnadan (Númenórean) Warrior.
Builder of Lond Daer. Did not personally command the Numen6rean fleet that drove Sauron out of Eriador, but visited before and after.										
Misty Mountains										
Caradhras	150	—	—	—	—	—	—	—	—	Maia (Earth Spirit).
600 PP. Can only be attacked by mind-influencing magic cast through a scrying device.										
Moria										
Durin's Bane	36(66)	420	Pl/20	90	N	N	275th	275wp	50	Maia (Fire Spirit).
Use Super Large criticals. 18' tall, radiates 18th level *Fear* attack. Whip has 36' range, can throw any pole arm 100' or a rock 200' with a 120 OB. Can also use a 180HBa or a 120HGr attack. If he is immolating, all of his melee attacks do an additonal Heat critical that is the same severity as the normal critical delivered by the attack. Immersing him in water negates his flame. Can fly clumsily; 1-5 rounds to develop lift. Can "dominate" any one victim with his gaze; attack level is half his level if the target covers his eyes or the Balrog is not flaming. +72 Directed Spells Bonus, +36 Base Spell OB. 300 PP. Knows Dark Contacts *(RM),* Detection Mastery, Detecting Ways, and Fire Law.										
Nenuial										
Karikmorathur	30	500	Pl/20	50	N	N	120HBi	120HCl	10	Cold Drake.
Use Super Large criticals. Can also use a 120HBa and a 80HHo attack.										
Weed-kraken *(stats are variable)*										
0 to 20th lvl; 6-10 heads, no more than 1-3 attacking a single opponent. Up to 100 hits in its body, maximum +50MBi attack from fanged heads, +50 MGr from non-fanged, such as fronds or arms. Successful grapples cause both 'B' Crush and 'A' Slash critical on all ensuing rds.										
Nan-i-Naugrim										
Thrár III	21	167	Pl/20	60	Y20	A/L	190wm	110hcb	10	Dwarf Warrior.
Dwarf-king of Thrár's Tribe, T.A. 1604-1810. +40 mithril hammer of Slaying Orcs and Trolls, does a secondary Impact critical. Shield is +30 vs cold and fire, helm negates 40% of all crits to the head.										
Old Forest										
Old Man Willow	25	450	Pl/20	0	N	N	75HGr	95HCr	0	Huorn.
Use Large creature criticals. Can cast 15th level *Sleep, Confusion,* or *Fear* with a 100' radius.										
Perilussi										
Íralussiel	19	110	No/1	70	N	N	—	—	30	Ghost.
Drains, at will, 5 CO/round, 10'R. Only in the Realm of Dreams may she be effectively fought.										
Rhudaur										
Aldurin	10	140	Ch/15	40	Y5	A/L	125ma	110lcb	10	Dúnadan (Targil) Warrior.
Commander of Thuin Boid.										
Ar-Gûlar	9	72	No/1	55	N	N	45da	35cp	20	Dúnadan Mage/Magician,Sorcerer.
Ambush: 5, Stealth skills: 40, Diplomacy, Seduction, and Singing: 70. Can cast spells playing his lute, like a Bard. +10 dagger, bow, and silk tunic, lute is a +3 spell adder. 18 PP. *MERP:* knows four Mage lists, and Controlling Songs, Lore, Surface Ways, and Bone/Muscle Ways; he can reverse many of these spells to harm instead of heal or create. *RM:* knows 10 lists from: Open Essence, Closed Essence, Magician, Lay Healer, and Sorcerer spell lists to 10th level.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Belechor	9	87	Ch/13	35	Y5	N	85ma	60sb	0	Easterling Warrior.
Arthadan agent at Buhr Calden. +5 mace.										
Cebermoth	18	85	No/4	70	N	N	30ss	35da	20	Dúnadan Mage/Sorcerer.
108 PP. *MERP:* knows all Open Essence and Mage lists. *RM*: knows 15 lists to 20th level from: Open Essence, Closed Essence, Open Channeling, Closed Channeling, and Sorcerer base lists.										
Durkarian	20	220	Pl/19	40	Y	A/L	200ma	140ro	15	Northman (Eriadan) Warrior.
Warden of the Ettenmoors.										
Grulag	18	170	RL/I	80	N	A/L	170ma	145sl	5	Olog Warrior.
2 Wargs accompany him at all times. Use Large creature criticals. Does double concussion hit damage and a secondary Unbalancing criticals with all weapons.										
Bura Grumm	5	61	No/I	5	N	N	45qs	40sb	15	Eriadoran (Rhudauran) Animist.
Rubb Grumm	3	66	No/I	0	N	N	64cl	55Ib	10	Eriadoran (Rhud.) Warrior/Rogue,
Rivendell										
An Eriadoran song-cycle speaks of a "Vale of (he Wise," where spirits controlling all knowledge dwell. Plausibly, this and similar legends refer to Rivendell; the folk described below represent just part of the accumulated lore and memory found in this haven.										
Bellindiel Lómëloth	27	140	No/2	60	Y10	N	130ss	105st	40	Sinda Bard (Animist).
Wristlet generates aura that acts as a +10 shield, adds +30 to attempts to percieve truth or falseness. Harp doubles either the range or area of effect of a spell for each round of preperation, each expansion costing power points. Music: 145, Seduction: 150, Singing: 140, Song Lore (Eriadoran): 120. 270 PP. *MERP:* knows all Bard and Open Essence lists. *RM:* knows all Bard lists to 25th level, 10 others to 10th.										
Celebrían	35	130	No/I	60	N	N	105da	60da	35	Sinda Bard/Seer.
490 PP; *MERP:* knows all Open Channeling, Open Essence, Animist, and Bard lists. *RM:* knows all Seer lists to 30th level, all Open and Closed Mentalist lists to 20th. x5 normal range on Mentalist spells.										
Erestor	40	95	Ch/14	85	Y20	A/L	115bs	_	10	Noldo Animist/Seer.
400 PP, *MERP:* knows all Open Channeling, Open Essence, and Animist lists. *RM:* knows all Seer lists to 30th level, all Open and Closed Mentalist lists to 20th. x5 normal range on Mentalist spells.										
Estelindo Nandëseron	3	170	RL/10	90	Y10	A/-	140da	150da	40	Sinda Bard.
Fights with a dagger in either hand. Song Lore: 130, Song Instruction: 150. 222 PP, +6 adder; *MERP:* knows all Bard and Open Essence lists. *RM:* knows all Bard lists to 30th plus 10 other Essence or Mentalist lists to 10th.										
Gildor	30	120	No/I	60	N	N	165bs	179Ib	25	Noldo Ranger.
120 PP. *MERP:* knows all Ranger and Open Channeling lists. *RM:* knows all Ranger lists to 30th, 4 others to 10th.										
Hilvanar	12	85	No/I	45	Y	N	80da	110lb	40	Silvan Ranger.
48 PP. Knows 4 Ranger lists to 10th.										
Mástaro Olvar-faroth	45	190	Ch/15	70	N	A/L	175ss	180Ib	25	Noldo Ranger/Animist,
Leaves small stone ovens in the woods wherever he travels. Crystal sphere generates heat as he requires, casts up to 30 PP of lst-10th Light Law spells each day, Undead must resist or flee its radience. Baking: 160, Cooking and Lore: 130, Herblore: 145, First Aid: 133. 360 PP. Knows all Ranger and Open Channeling lists to 30th level.										
Sairat6m Vilyasúlë	32	125	RL/I	110	N	N	95da		15	Sinda Animist/Cleric.
+30 knife has ethereal blade, leaves no external wound, slays Undead. +50 to percieve supernatural. Demonic Lore: 80, Faerië Lore: 170, Religious Lore: 140.										
Vilyadhol	20	100	No/I	45	N	N	90da	125lb	15	Sinda Animist.
Climbing: 70, Foraging: 124, Gardening and Herblore: 155, Medical: 96, Perception: 90.										
Sarn Ford										
Rávabor	9	65	No/2	20	N	N	70qs	_______	5	Eriadoran Animist/Evil Cleric.
MERP: knows all Animist lists and can reverse them to do harm or dispel; *RM:* knows 4 Alchemist, 6 Cleric, and Evil Cleric lists to 10th level, can reverse Cleric lists to control and harm.										
Demon-troll		300	Ch/15	60	N	N	180HBa	150HGr	0	Fallen Maia.
Radiates 10th level *Fear.* Protective spells *(Bless, Area Protection,* etc.) strike them as +100 "slaying" bolt attacks. They can shoot fire from their eyes and nostrils out to 40' in a 20' diameter, as a +30 *Fireball.*										
Shire										
Araglas	24	150	Ch/13	25	N	N	140bs	1351cb	10	Dúnadan Ranger.
6th Ranger Chieftain.										
Bullroarer	7	68	Ch/13	30	N	N	90cl	65sb	10	Fallohide Hobbit Warrior.
Farming: 68, Golf: 66, Leadership: 56, Perception: 40, Ride Horse: 50, Stalk/Hide: 64, Strategy and Tactics Lore: 35, Trapping: 50. His Horn gives a +10 bonus to Hobbit morale, -10 to opponents' morale. His Club is a two-handed weapon.										
Gorhendad	9	79	RL/9I	35	Y	N	75ss	50sb	25	Harfoot Hobbit Scout/Rogue.
Perception: 80.										
Golfimbul	11	140	Ch/14	20	Y	A/L	155sc	115sb	-5	Uruk Warrior.
King of Mount Gram.										
Kocho Curl	11	102	SL/7	55	Y5	N	80ss	120sb	25	Harfoot Hobbit Ranger.
Unappealing Hobbit trapper with natural leadership gifts.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Merethorn	40	160	Ch/15	110	Y20	A/L	205bs	2501b	55	Silvan Ranger.
Prince of Siragalë.										
Sûlarin	18	150	Ch/15	80	Y15	A/L	165bs	1901b	25	Silvan Warrior.
Has most Ranger-type woodland skills.										
Will Whitfoot	5	50	RL/10	15	Y	N	60ss	50sb	-10	Harfoot Hobbit Scout/Rogue.
Corpulent mayor of Michel Delving and preeminent Shire Chieftain from T.A. 3013 through F.A. 7. Deposed and imprisoned by Lotho's henchmen in T.A. 3019.										
Tharbad *The characters (other than Pharconatar) listed below are participants in the political crisis of T.A. 1409-1412. None of them were permanent residents of Tharbad in this crucial time, but the city was unavoidably a focal point of their political maneuvers.*										
Anariel	6	60	No/1	10	N	N	20cl	—	-10	Eriadoran (Cardolani) Animist/Healer.
Nurse to the Princess Nirnadel. Superstitious, with a weak heart.										
Celeph	21	74	No/2	20	N	N	50da	—	-20	Dúnadan Warrior.
Hi Calantir. Dying of old age, senile.										
Drain	18	165	Pl/19	60	Y15	N	160bs	145cp	15	Dúnadan Warrior.
Hir Tinarë. Sword does an additional Electrical critical of the same severity as the normal critical.										
Lamril	7	82	RL/10	10	N	N	95ha	45sb	15	Eriadoran (Cardolani) Warrior.
Can also use a 70MFi attack in a brawl. Politics and Public Speaking: 60.										
Mablung	24	170	Pl/19	50	Y10	A/L	185ma	120cp	10	Dúnadan Warrior.
Hir Girithlin. Mace is mithril, does an additional Impact critical of the same severity as the normal critical.										
Nimhir	19	85	No/2	30	N	N	70ss	—	5	Dúnadan Bard (Scholar.)
Regent. Administration: 120, Leadership: 90. 38 PP, 3 Open Essence lists to 10th level.										
Nirnadel	12	105	No/2	60	N	N	65da	50da	30	Dúnadan Bard.
Music (flute): 60, Court skills: 50. 48 PP, +3 adder, 4 Bard and 6 Open and Closed Mentalism (Essence in *MERP*) lists to 10th level.										
Pharconatar	55	200	Ch/15	85	Y20	A/L	195fa	180cp	20	Dúnadan (Numen6rean) Warrior.
Númenórean Admiral. 120 in all sea related and military related skills.										
Tardegil	15	170	Ch/15	50	Y10	A/L	130bs	110cp	10	Dúnadan Warrior. Captain.
Tower Hills										
Elanor	5	30	No/1	5	N	N	15cl	—	10	Harfoot Hobbit Animist/Astrologer.
Acting: 56, Administration: 58, Bookbinding: 54, Courtly Life and Diplomacy: 35, Politics: 60, Perception: 66.										
Fastred	5	54	Ch/13	40	Y	N	60ss	50sb	20	Harfoot Hobbit Warrior.
1 st Warden of Westmarch. Law and Hobbit Lore: 60.										
Weather Hills										
Belegdur	14	135	Pl/18	40	Y10	A/L	135ha	95cp	0	Dúnadan Warrior,
Bragol	12	140	Ch/13	35	Y5	A/-	120ss	110da	10	Dúnadan Bard.
Knows 3 Open Essence lists to 5th level.										
Dene	10	115	SL/7	20	N	N	108ss	95cp	10	Northman (Eriadan) Ranger.
+10 to Ambush, +30 to other stealth skills when stalking Orcs.										
Drocca	10	140	Ch/15	40	Y5	A/L	125bs	1001b	0	Northman Warrior.
Fainahíril	10	135	Ch/15	40	Y5	A/L	130bs	135cp	15	Eriadoran (Cardolani) Warrior.
Gendar	7	60	SL/6	20	N	N	86da	70sl	10	Eriadoran (Arthadan) Scout/Thief.
Leosuntha	8	70	No/1	40	N	N	75ss	110sb	30	Northman (Eriadan) Ranger.
Tunic and ring provide +20 to DB and movement manuevers.										
Merveleg	13	120	Pl/18	20	N	A/L	135ss	125sl	0	Dúnadan (Arthadan) Warrior.
Left arm missing.										
Pilindur	15	150	Pl/19	40	Y10	A/L	145ss	130cp	5	Dúnadan Warrior,
Administration: 50.										
Raimáro	20	155	Pl/19	45	Y10	A/L	175bs	1601cb	0	Dúnadan Warrior.
Suffering from depression.										
Tielaglór	9	93	Ch/13	45	Y5	A/-	110bs	105lcb	5	Dúnadan Warrior.
ANNÚMINAS (Section 12.1)										
Belvor	15	165	Pl/19	40	Y10	A/L	150ha	1301b	5	Dúnadan Warrior.
Leadership: 60, Strategy and Tactics Lore: 40.										
Emerithil	26	180	Pl/19	55	Y10	A/L	180bs	150cp	10	Dúnadan Warrior.
Undead revenant. Loses 2 hits per day permanently from erosion.										
Mercaver	8	65	No/1	20	N	N	65da	30da	10	Easterling Animist/Evil Cleric.
16 PP, +2 adder, 6 Base lists and Open Channeling spell lists.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Rechorca	2	30	Ch/13	20	Y	N	46sc	40sb	0	Easterling (Logathig) Warrior.
Health down from drink.										
Rubormyrax	20	115	No/2	40	N	N	80MAst(3)	—	20	Half-elven Mage/Alchemist.
80 PP, knows all Mage and Open Essence lists.										
Urgregim	16	200	RL/12	60	N	N	170cl	120sl	0	Olog Warrior.
Double concussion hit damage and secondary Unbalancing crits from all weapons. His magical geas casts 200 PP worth of *MERP* healing spells on him per day. If his body is separated from his medallion, he can die permanently.										
FORNOST ERAIN (Section 12.3)										
Brethildur	16	101	No/2	30	N	N	60ss	—	10	Dúnadan Animist/Healer.
Empathic with plants and small mammals in and around his house; they warn him of intruders. Herblore and Alchemy: 60. 96 PP, +1 adder. *RM:* 6 Healer lists to 20th level, 8 Open and Closed Channeling lists to 10th; *MERP:* knows all Animist and Open Channeling lists.										
Borthur	25	140	SL/3	60	N	N	120Gr	100We	15	Ghoul.
75 PP. *MERP:* knows all Open Channeling and Animist lists. *RM:* knows 30 Channeling lists to 10th level.										
Boinand	6	25	No/1	5	N	N	55da	50da	10	Eriadoran Scout/Rogue.
Tartella addict, in poor health.										
Laifrin	6	45	No/1	0	N	N	40cl	45cl	5	Eriadoran Scout/Thief.
Tartella addict. Ambush: 10, Poison Lore: 40.										
Serindar	9	65	No/1	20	N	N	60cl	45ro	5	Dúnadan (Arthadan) Bard.
Tailoring skills: 110. When with 10' of the Imp, use Large creature criticals and +40 to resist mind control.										
The Imp	10	120	SL/4	40	N	N	60SBi	40Scl	30	Greylin.
Use Large creature criticals. 20th level poison causes paralyzation, instant death if a save is missed by -50. Paralyzed victim loses 1-10pts/round from physical stats until a RR is made or death results.										
METRAITH (Section 12.4)										
Belegund Grey	10	140	Ch/14	40	Y5	A/L	125ss	100cp	10	Dúnadan Warrior.
Coeshay	3	65	SL/5	20	N	N	45cl	49sl	25	Dunnish Warrior/Rogue.
Can also use a 60MAst(2) attack (a hidden set of brass knuckles).										
Dagnir, Dairuin, & Gorlim	8	115	Ch/1	35	Y5	A/L	110ss	95cp	5	Dúnadan Warriors.
Eagan	7	105	RL/10	10	Y	N	85ha	90sb	10	Dunnish Warrior.
Eradan	6	99	Ch/15	40	Y5	A/L	96ms	701cb	10	Dúnadan (Targil) Warrior.
Harran	9	125	Ch/13	40	Y	N	90ha	75ha	5	Eriadoran (Cardolani) Warrior.
Magone	11	140	RL/10	20	N	N	130ba	115da	15	Dunnish Warrior.
Bears a +15 ax of Troll-slaying, rumored to be the Ax of Hurin.										
Kuball	2	32	No/2	5	N	N	20qs		10	Eriadoran (Cardolani) Bard.
A merchant. 4 PP, +2 adder. He knows 2 Bard lists to 3rd level and uses them to analyze goods.										
Mirnidar	5	100	No/1	15	N	N	85pa	90cp	15	Dúnadan (Targil) Warrior.
10 PP, +1 adder. Knows 4 Open Essence spell lists to 5th level.										
Oget	5	45	No/1	10	N	N	80da	40da	10	Eriadoran (Cardolani) Animist/Bard.
Extremely practical brothel madam. Administration: 50, Poison and Drug lore: 45, Seduction: 70. Knows 4 related lists to 3rd level.										
Thramir	4	33	No/2	5	N	N	25da	—	5	Eriadoran (Cardolani) Mage/Seer.
Nervous spy. 8 PP. *MERP:* 3 Mage lists. *RM*: 3 Seer lists to 10th level.										
THE VILLAGE OF ROOD (Section 12.5)										
These characters are noted as possible inhabitants in "1643," or "3018." Those not marked are suitable for either period. Of the characters not detailed, all villagers have stats comparable to Bree militia, while Cairmach's thugs are primarily Dunnish clansmen.										
E16tie1(3018)	5	35	No/2	0	N	N	45ss	40cp	-5	Dúnadan Bard.
Has forgotten her childhood spells.										
Belcarsûl	5	29	No/1	5	N	N	25da	5da	5	Dúnadan Lay Healer/Animist.
Crazed healer. He can use but 10 of his original 15 PP, but has a +4 spell adder (bracer). Possesses 1-5 doses of each of the local healing herbs. *MERP:* knows 8 Animist and Open Channeling lists. *RM:* knows 5 Lay Healer and 3 Open Mentalism lists to 10th lvl.										
Beu1(3018)	2	30	No/1	15	N	N	42cl	36cl	20	Dunnish Scout Rogue.
+20 vs fear. Berate and Insult skill: 50, Seduction: 40.										
Cairmach (3018)	11	87	Ch/13	40	Y5	N	105bs	100lb	10	Dunnish Rogue/Scout.
Gang leader. His magic Wood-cloak allows him to take on the appearance of any wood he touches, so long as he concentrates (1 round prep.); when against a large wood surface, this usually results in a +50 or more Hiding bonus. 6 PP, +2 spell adder (ring). Knows 1 Open Essence spell list (to 5th lvl).										
Halbarad	21	142	RL/7	40	N	A/-	145bs	140cp	20	Dúnadan Ranger.
Carries +15 broadsword of black mithril alloy, does a secondary Slash critical. +10 wolf-slaying composite bow, x3 normal range, +15 leather armor, negates half of stun results to the body, Halbarad's +15 chain mail and +10 spear and shield are at Huolond.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Cristion (1643)	12	140	Pl/19	40	Y10	A/L	135bs	110cp	0	Dúnadan Warrior.
Master of Nencar Keep.										
Navir	5	80	No/1	20	N	N	100wh	30sb	10	Eriadoran Warrior.
10 PP; knows special Dwarven smithing spells.										
Nyanoraug (1643)	12	120	No/4	40	N	N	80LBi	—	0	Greylin.
Use Large creature criticals. Radiates 8th level Fear attack.										
Worshem (3018)	5	60	SL/5	50	Y10	N	75ss	85sb	30	Harfoot Hobbit Ranger.
Shirriff of the Northfarthing. +10 shortsword, +10 dagger, used as a shield.										
Sisebuth	5	29	No/1	10	N	N	20da	15da	10	Eriadoran Lay Healer/Animist.
Evil apothecary, possesses 1-5 doses of each of the local poisons. 15 PP, +2 spell adder (spoon, can be thrown as poisoned Dagger of Returning). *MERP:* knows 5 Animist and 2 Open Channeling lists. *RM:* knows 5 Lay Healer and 2 Open Mentalism lists to 10th lvl.										
SUDÚRI (Section 12.6) *Fiorel and Olby are detailed in Section 10.2.2.*										
Kelp-kraken	10(30)	50	No/1	20	N	N	60MGr	—	5	Animated kelp monster.
12 arms, 2-5 on each target, 'C crush critical each round after a successful grapple (i.e., delivering a grapple critical).										
THARBAD (Section 12.7)										
King's Row										
Tathariel (1643)	30	140	No/3	10	N	N	115We	—	50	Fëahîn (Wood Spirit).
Mostly insubstantial since the destruction of her tree, but generates a comely female body if she wishes. She can also generate the weapon out of the air if needed, but she prefers to use spells. 440 PP. *MERP:* knows all Open Essence, Bard, Ranger, and non-healing Animist lists. *RM;* knows ail Open and Closed Essence and Mentalism spell lists to 10th level.										
Refugee Leader										
Lamril	6	77	RL/10	10	N	N	92ha	40sb	15	Eriadoran Warrior.
Can also use a 50MFi attack.										
Extortion Ring										
Barkwell	4	51	RL/10	5	N	N	67wh	32da	10	Eriadoran Warrior.
Meórag	6	85	Ch/13	25	Y	Y	105bs	69sb	5	Dunnish Warrior.
Osgan	3	51	Sl/7	30	Y	N	76ss	27da	10	Dunnish Warrior.
Thrangull	11	102	Ch/14	50	Y10	Y	108ha	80ha	0	Dwarf Scout/Rogue.
+10 war hammer; +10 armor and shield.										
Werlard	7	107	SL/7	15	N	N	85ss	76cp	15	Eriadoran Warrior.
+10 composite bow.										
Bandits										
Boinigild	4	65	No/1	30	Y	N	71ss	35sb	10	Northman Scout/Thief.
Bruad	7	90	RL/7	45	Y5	N	105ss	56sb	20	Dunnish Scout/Thief (+10ss).
Drun	4	54	No/1	40	&10	N	60ma	41da	10	Eriadoran Scout/Rogue.
Cú	5	70	No/1	25	Y	N	82bs	48sb	15	Dunnish Warrior.
1410 Highway Robbers										
Ceasgair	2	27	SL/7	20	N	N	35ma	25sb	5	Dunnish Scout/Rogue.
Eudariks	1	21	No/1	15	N	N	30da	15da	10	Northman Scout/Rogue.
Galun	4	62	No/1	10	N	N	45ss	35cp	15	Eriadoran Scout/Rogue,
Nidjan	3	48	SL/7	25	Y	N	51bs	45sb	10	Northman Warrior.
Suilsuntha (female)	5	69	No/1	15	N	N	65da	—	10	Northman Scout/Rogue (Sadistic).
Thuidimer	5	78	No/1	40	Y5	N	78bs	30da	15	Northman Warrior.
ARGOND (Section 13.1)										
See 16.3, A BLOW FOR PEACE, below.										
BARAD GIRITHLIN (Section 13.2)										
See 16.4, TREACHERY, below.										
THALION (Section 13.3)										
The members of the Tinarë family who might be found here are listed above under Section 10.2. All guards are 3rd level warriors equipped with spear, shield and chain mail.										
Egale	1	25	No/1	20	N	N	30Ski	20We	20	Eriadoran (Cardolani) Scout/Rogue,
Chief cook's daughter. Can throw any object (20MBa attack with a Base Range of 10). Stalk/Hide: 80 if in palace.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Grethor	5	42	No/1	15	N	N	35cl	—	20	Eriadoran (Cardolani) Bard.
Prisoner. Diplomacy: 60, Public Speaking: 65, Seduction: 60.										
Lengha	4	60	No/2	0	N	N	50da	—	0	Eriad. (Card.) Animist/Lay Healer.
Physician to Hallas. First Aid: 75, Herb Lore: 60. 8 PP. Knows 4 healing lists to 10th level.										
Tempi	2	29	No/2	20	N	N	25cl	30cl	15	Eriadoran (Cardolani) Bard.
Celedur's mistress. Dance, Music, Seduction, and Singing: 40. Illiterate but practicing.										
Animates										
Normal Animate	9	110	No/3	30	N	N	90We	70We	20	Animated mannish bodies.
Have cannibalistic tendencies. Stealth skills as a Scout/Thief. Insane; will use chose weapons to murder victims in mockery of local habits: a cleaver in the kitchen, drowning in the bath, etc. 30% chance of 40MBi attack on a stunned or helpless opponent. Can only be stunned by a head critical, cannot be rendered unconscious; subtract 5 from all "bleeding" critical results. +40 to resist mental attacks.										
Leb	7	70	No/3	40	N	N	50MFi	30SBi	35	Child Animate.
BARROW-DOWNS (Section 14.1)										
Wraiths take no stun or "hits/rnd." They radiate Fear. Each bears an evil sword that requires RRs (10th level) vs. both Paralysis and Sleep whenever it delivers a crit. Their touch drains 5 pt/rnd of CO. Unless properly dispelled, they return to tomb 36 rds after being defeated.										
Argurdan	25-30	170-220	PL/1	30	N	N	150-200bs	—	20	Greater Wight.
Use Super Large criticals. RR versus Fear required in a 60' radius.										
Hirgurdan	15-20	100-150	Ch/1	30	N	N	70-120bs	—	30	Lesser Wight.
Use Large creature criticals. RR versus Fear required in a 30' radius.										
Firigurdan	10-15	70-120	RL/9	30	N	N	50-100bs	—	30	Minor Wight.
Use Large creature criticals. RR versus Fear required in a 15' radius. No Sleep effect from sword.										
LOND DAER ENEDH (Section 14.2)										
Terrain Surrounding the Ruins										
The Sentry	2	70	Ch/13	30	N	A/L	50sp	—	0	Mold Zombie (see below.)
Rat-trap										
body	12	100	No/1	50	N	N	—	—	—	Body of Rat-trap.
Use Large creature criticals. Immersed in water.										
light	10	60	No/1	30	N	N	—	—		Sense organ of Rat-trap.
A sense organ. Use Large creature criticals. Immune to mental attacks.										
tentacles	5	50	No/1	10	N	N	40SBi	—	15	Tentacles of Rat-trap.
10 heads, 1-5 attacking each intruder out to 100'. Poison described in Section 14.2.										
Lesser Wight	15	100	RL/9	30	N	N	90ba	—	20	Undead.
15th level fear in 30' radius, causing paralysis. All attacks do a secondary Cold critical. +10 battle-axe, only 1% fumble; +15 breast-plate.										
Mold Zombies	2	70	No/1	30	N	N	50ss	—	0	Quasi-undead.
Cannot be Repulsed. Resist 4th level *Fear* or fight at -20. Reduce the severity of all criticals except for Crush criticals by one step. Any melee critical on offense or defense may result in a mold splash; resist 5th level poison or take -10 to CO and Presence bonus in 1 day due to mold infection.										
Ruins of Minas Iaur and Bar-en-Uinendil										
Constructs	5	180	Pl/20	0	N	A/L	80sp	—	-5	Artificial Beings.
No minds to attack. Reduce the severity of criticals by two steps. Ignore bleeding and stun damage from criticals, except on leg criticals, which can unbalance them.										
Ghosts	5	100	No/1	30	N	N	60MBa	—	10	Undead.
Use Large creature criticals. Drain 3 Constitution points on touch.										
Maran	15	120	No/1	60	N	N	144bs	—	45	Greater Ghost.
Once a Númenórean warrior. When angered, drains 5 Constitution points/round from all within 25' radius; normally drains only 1 pt/minute. If he shrieks, all within hearing must resist *Fear* at -30. Wields +30 broadsword.										
Minas Mellon										
Nurga	20	250	No/3	75	N	N	156LCl	———	40	Greater Wererat.
Use Super Large creature criticals. Once a Beffraen Animist. 1-2 claws can attack each round. Immune to stun results. If a Claw attack delivers a critical, the Nurga can follow with a 160LBi. The Bite may infect the victim with the curse (45% chance). The victim must also resist infection (90%), tetanus (60%), and plague (30%). The Nurga is in the early, highly variable stage of the disease. 30% chance of an intelligent response to a challange or plea.										
Tiras Maegthil										
Greater Frond	3	80	No/1	20	N	N	40MCl	—	10	Animate plant.
1-5 fronds can attack up to 3 targets. Each does a maximum of 5 points of damage and an 'A' Slash critical.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Aldarion's House										
The Alarkadaro										
These five Demi-wights generate a 5th level Fear and drain 2 points of CO per combat touch.										
Barach	10	90	No/3	30	N	N	80ss	—	20	An Alarkadaro (Demi-wight).
+10 sword left after destruction.										
Corianna	8	80	No/3	30	N	N	—	—	0	An Alarkadaro (Demi-wight).
Ercamir	10	90	No/3	30	N	N	110bs	—	15	An Alarkadaro (Demi-wight).
+10 sword left after destruction.										
Ermithdin	15	120	No/3	50	N	N	50da	—	10	An Alarkadaro (Demi-wight).
60 PP; knows Fire Law, Ice Law, and Light Law.										
Melian	10	90	No/3	30	N	N	90Gr	—	0	An Alarkadaro (Demi-wight).
Only wishes to move opponent and escape.										
Giant Crab	12	150	Pl/18	40	N	A/L	80LCl	60LCl	-10	Giant Crab.
Can attack separate opponents with each claw; each attack delivers a secondary Grappling critical; any creature grappled takes a 'C' Crush critical each round thereafter.										
Eel	2	20	No/1	0	N	N	60SBi	—	25	Eel.
Elemental Familiar	20	150	No/3	40	N	N	120HBa	75HGr	5	Water Spirit.
Delivers an additional 'C' Impact critical each round that the grapple attack delivers a critical. Can use any water spell at will, once per round; Directed Spells Bonus: 110, Base Spell OB: 20.										
Fire Elemental	10	100	No/1	60	N	N	—	—	20	Fire Spirit.
Attacks with Fire Law spells only, one spell/round being used to generate steam; Directed Spells Bonus: 100, Base Spell OB: 20; once out of the water, +20 to both these attacks.										
Walking Frond	0	10	No/1	5	N	N	10TGr		0	Animate Plant.
1-3 fronds attack the victim.										
Shark	2	90	No/3	40	N	N	60MBi	—	30	Shark.
Stonefish	0	12	No/1	10	N	N	30SHo	—	0	Stonefish.
5th level poison; lose 1 pt of CO/round for 1-100 rds. Resist each round or be stunned; a RR of 150+ ends further deterioration.										
THE ORC CAVES OF CREB DURGA (Section 14.3.1)										
Random Encounters										
Plants	0-1	5-10	No/1	0	N	N	20SGr	20spray	0	Random Plants.
Spray has a Base Range of 10'.										
Rats	1	15	No/1	10	N	N	20SBi	—	20	Rats.
Spiders	0	10	No/1	0	N	N	30SSt	—	10	Spiders.
Vermin	1-2	10-20	No/1	20	N	N	20-30SSt	—	0	Vermin.
Set Encounters										
Corpse Candle	7	100	No/1	30	N	N	—	—	—	Undead.
Use Large creature criticals. Uses a 7th level spell to attract and entrance victims, then drains them 4 CO pts/round.										
Lake Slime	6	110	No/1	10	N	N	50MGr	—	-10	Lake Slime.
Attack sticks and burns for a 'B' Heat(acid) critical each round until scraped off. Plants along shore make a +20MGr to knock prey into lake.										
Cave Worm	10	160	RL/12	20	N	N	90HGr	110HHo	10	Cave Worm.
Use Large creature criticals. Will swallow anything grappled and stunned {during the following round); a critical prevents this. Can use the *MERP* Calm Spirit and Detection Mastery lists at will.										
THE WARLORD'S LAIR (Section 14.3.2) *The Warlord Ardagor is described above in Section 102.*										
Aegach	4	40	No/1	10	N	N	50MFi	—	0	Variag Warrior.
Agin	7	206	RL/1	30	N	N	126sp	80thrsp	30	Hill Troll Scout/Thief.
Chief Scout. +15 Spear; +10 Spear; Linen Vest +20 DB, +10 Stalk/Hide; Amulet *Invisibility III* once per day.										
Mirim	2	20	No/1	0	N	N	20MFI	—	-5	Eriadoran (Cardolani) Scout/Rogue.
Obirt	5	97	No/1	10	N	N	60da	25da	10	Troll Animist/Healer.
Perception: 40, First Aid: 60, Animal Healing: 25, Diplomacy: 25. 20PP, Ring x2 PP, +15 dagger that does a secondary Slash critical. Knows all Base Animist Lists to 5th level										
Ognor	10	277	RL/12	25	N	N	140ba	60ro	15	Cave Troll Warrior.
Ardagor's aide/bodyguard. Ambush: 7, Perception: 35, Stalk/Hide: 50. +15 Battle-axe; his belt causes his skin to be treated as AT 12. His +10 dagger detects Elves and Dúnedain within 200'.										
Pûgurdi	5(30	150	RL/12	70	N	A/L	130HBa	150HGr	30	Fëadagnir (Root Spirit).
Warded by all simple defensive spells.										
Quagmire Snakes	0	10	No/3	10	N	N	30SBi	—	10	Snakes.
Resist 4th level blood poison; take 1-10 hits/round for 2-20 rounds.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Saggo	11	304	Ch/13	15	N	N	130th	51lcb	20	Hill Troll Warrior.

Leader of the Guards. Stalk/Hide: 45, Perception: 30, Interrogate: 60, Tactics Lore: 20, Ambush: 3.
Dwarven Two-hand Sword +20; +10 Chain Shirt; +10 Light Crossbow; 1 dose of Suranie.

MALBORN HIGH: THE SEER'S OBSERVATORY (Section 14.4)

See Section 17.3, TERROR AMONG THE TOMES, below.

THE ROYAL LIBRARY OF ANNÚMINAS (Section 14.5)

See Section 17.3, TERROR AMONG THE TOMES, below.

DONGORATH'S HOLD (Section 14.6)

See Section 16.1, FRONTIER FIGHT, below.

FRONTIER FIGHT (Section 16.1)

The Gaurhoth-i-Dongorath (Dongorath's bandits) are twelve in number, four 4th level Scout/Rogues and eight 3rd level Warriors, Former Arthadan mercenaries, they use mainly Dunnish weaponry.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Bondan	9	121	Ch/15	45	Y10	A/L	120ss	130cp	15	Eriadoran (Arthadan) Warrior.

Captain in the Dagarim Aratar. +5 chain mail which encumbers as AT 13.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Dongorath	8	81	RL/9	50	Y10	N	85bs	90lb	20	Dúnadan Ranger.

Renegade Dúnadan. Carries a +10 target shield which, upon command (x1/day for 1 min./lvl), absorbs light within 3' and does not reflect it back, thereby creating a large Shadow (+25 DB, +50 DB at night, +75 to stalk/hide in shadows or darkness) from which he can still see out. His armor wears as a wool shirt and he has a silver bracelet which is a x2 PP multiplier. He knows 4 Ranger lists (to 10th lvl) and has 32 PP.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Feldas	5	52	RL/5	30	Y5	N	80ss	851b	5	Eriadoran (Arthadan) Scout/Rogue.

Traitorous supply agent, originally from Rood. Wears Cloak of True Invisibility which can, upon command, shroud both his appearance and his presence for 1 minute/lvl/day. His +5 short sword (eket) has a compartment in its blade containing three 3rd lvl doses of the poison Kly; the poison is injected if a critical is delivered.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Rulthak	6	80	Ch/14	35	Y	A/L	90sc	70sc	10	Uruk Warrior.

Uruk Chief of the Uroth-burm Orc tribe. Dongorath's contact with the Angmarean frontier Orcs.

THE MITHRIL ROOM (Section 16.2)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Akbulkathir	19	190	RL/12	60	Y15	A/L	170sp	110sp	20	Dúnadan (Númenórean) Warrior.

Water-breather. His +20 spear is shaped as a harpoon; he uses a +15 dagger/knife in place of a shield.
All his gear is highly magical but deteriorates rapidly on dry land.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Melecthor	7	116	SL/5	10	N	N	100ha	85da	10	Northman (Eriadan) Warrior/Rogue.

The crew of the Nodding Whale consists of a dozen 2nd level Scout/Rogues armed with knives and clubs.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Shelbym	12	88	SL/8	30	N	N	114sp	88sl	15	Wose (Beffraen) Ranger.

Climb: 45, Swim: 40, Stalk/Hide: 60, Perception: 55, Foraging: 45, Track: 55, Trading: 50, Pub. Speak 45. Spear +15, Slays Men and Orcs; Sling +10, Double normal range;wears +15 hide armor. Knows 4 Ranger and 4 Open Channeling Lists to 10th level.
About half the manpower of Shelbym's Beffraen clan is with him. It includes 4 Shamens (4th level Animists,) 6 Scout/Rogues, 10 Warriors, and 5 unarmed women. They have 20 jittery horses hidden in the swamps a quarter-mile from their camp.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Thaeve Beguile	7	82	Ch/13	45	Y10	N	110ma	100ha	15	Eriadoran Rogue/scout.

Drink Liquor: 40, Public Speaking: 60, Tactics Lore: 40. Carries a throw and return handaxe (x7/day; 70 base range; no penalty.) Knows one Open Channeling list (to 5th lvl) and has 7 PP. Neckguard is a +3 spell adder; chain shirt does not affect spells.
The caravan of the Kiolgain Clan with Thaeve (see Table 19.1, CLANS OF SARALAINN) consists of 10 warriors, 20 clansmen, and 30 women and children with a dozen carts and horses. They can call in the balance of the clan on two days notice and triple this strength.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Thelgrom	10	120	Pl/17	40	Y5	N	110bs	95hcb	5	Eriadoran (Cardolani) Ranger.

+5 breastplate, +10 crossbow loads itself on the first shot of a fight.
Thelgrom's gang consists of four 4th level Dunnish Rangers and twelve 2nd level Warriors. Only Thelgrom has a horse.

A BLOW FOR PEACE (Section 16.3)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Ilran	7	80	Ch/16	15	Y	A/L	82ma	40ma	-10	Dúnadan (Targil) Warrior.

Captain of the Guard. Perception: 30, Ambush: 2.+20 Mace,+10 Full Chain mail.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Llewi	7	75	Pl/19	5	N	N	90pa	30da	-20	Dunnish Warrior.

Fëotar's bodyguard. Track: 40. +10 man-catcher and half-plate, 2 Mirenna berries.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Murryelle	10	103	No/1	10	N	N	98ra	55da	40	Eriadoran (Cardolani) Scout/Thief.

Finduilas' bodyguard. Ambush: 6, Acrobatics: 50. +15 rapier, twice a day it does an additional Electricity critical that is the same severity as the normal critical delivered by the attack.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Ogar	6	73	SL/7	20	Y10	N	80bs	50da	10	Northman Warrior.

Fëotar's Bodyguard. Ride: 45, Perception: 25, Trading: 30, Trickery: 25, Seduction: 30. +10 Broadsword, does a secondary Slash Critical, +10 Leather Coat, +10 Full Shield.

TREACHERY (Section 16.4)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Barendil	5	64	RL/9	20	Y15	N	80sc	25sb	10	Dúnadan Warrior.

Echorion's Squire. Ride: 40, Stalk/Hide: 10, Perception: 10, Diplomacy: 20, General Lore: 25, Tactics Lore: 20, Ambush: 3. +15 Scimitar; Wall Shield +15 DB; 6 Mirenna berries; Leather Breastplate +10 DB.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Edallaigh	3	40	SL/5	10	N	N	55da	25da	20	Dunnish Scout/Rogue.
Head Cook. Cookery: 75, Herb Lore: 20.										
Esseu	6	80	SL/5	25	N	N	75mg	65lb	30	Easterling Scout/Thief.
Assassin Leader. Climb: 40, Stalk/Hide: 50, Perception: 35, Ambush: 12, Falsify, Disarm Traps, and Pick Locks: 35. +15 Main Gauche, +10 Rope, +10 Leather Vest, Lock Kit +5.										
Imrahad	10	133	Ch/14	40	Y10	A/L	115bs	7hcb	5	Dúnadan Warrior.
Captain of the Guard. Heraldry: 30. +20 sword. Arm Greaves +10 to DB, negate 70% of arm criticals, Helm (*Nightvision,* 3x/day).										
Mino	4	54	No/1	15	N	N	70ha	-10sb	10	Gondorian Warrior.
Assassin. Climb: 15, Stalk/Hide: 20, Perception: 5, Trickery: 40, Ambush: 3, Track: 30. Fights another handaxe in left hand, +40 OB. Owns 2+10 Handaxes.										
Riadeegha	4	40	No/1	20	N	N	40cl	—	35	Dunnish Scout/Rogue.
Roensen's mistress; Perception: 5, Embroidery: 30, Seduction: 40.										
Roensen	9	97	Ch/14	40	Y5	A/L	107ss	55hcb	-10	Dúnadan (Targil) Scout/Rogue.
Castelan of Barad Girithlin. Stalk/Hide: 20, Perception: 25, Diplomacy: 40, Forgery: 45. Swort sword: +15, once per day it does a secondary Electricity critical. Chain Shirt and Greaves +5 DB.										
Thergor	4	63	Ch/13	10	N	N	60ss	45sb	10	Half-orc Warrior/Rogue.
Assassin. +10 sword, +5 bow, chain shirt -10 to encumbrance penalty, 3 doses of Sharkasar.										
Zarby	3	44	No/1	5	N	N	30sp	75lcb	15	Eriadoran (Cardolani) Scout/Thief.
Assassin. +10 bow, 12 arrows painted with Sharkasar, earring negates 10% of head criticals.										

THE PURGING OF ROOD (Section 16.5)

See Section 12.5, The Village of Rood, for all characters.

THE BANNERS OF THE HIGH KING (S.A. 3430) (Section 17.1)

The Banner Company

The primary members of the company, in addition to the powers and items listed, possess some or all of the following:

- *x3 -x5 PP multiplier or a +3 - +6 spell adder. All have at least 2 PP/level from a stat.*
- *+10 - +20 2ndary weapons, including missile weapons with enhanced range or speed or thrown weapons capable of "returning."*
- *+10 - +20 armor, enchanted clothing, jewelry, or simitar objects.*
- *1-2 magical items that negate or lessen the effects of critical hits.*
- *1-3 potent magical spells castable from weapons, rune papers, or other pieces of gear.*
- *1-70 doses of healing herbs or potions.*
- *3-5 useful minor spell lists.*

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Alagarn Haënadan	22	140	Ch/13	120	Y20	A/-	155bs	170lb	25	Half-Dúnadan/Half-Hillman Ranger.
Sword slays Trolls; he has a collection of magical arrows with spells inscribed; several are "Slaying"against various creatures; one is Dragon-slaying. Knows 4 Ranger lists (*RM*; to 20th) and 4 Open Channeling lists (*RM:* to 5th). +70 to morale and mental defense protecting Kaliel.										
Camp Servants	3	44	SL/5	10	N	N	60ss	—	5	Eriadoran Scout/Rogues.
Camrenir Uial	2!	175	Pl/19	70	Y15	A/L	200ss	170lcb	15	Dúnadan Warrior.
Sword does secondary Slash critical, slays supernatural creatures. Amulet negates foot fumbles, +50 to resist *Fear* and magical attacks that might stop him from fighting.										
Dethor and Ergrem	4	70	SL/9	30	Y	N	74bs	55sb	5	Eriadoran Warriors/Rogues.
Elenfaroth	26	170	Ch/16	110	Y20	A/L	160sp	180lb	25	Noldo Warrior/Bard (Rogue).
Bow of Slaying Orcs and Wargs; spear is mithril tipped, does an additional Electricity critical that is the same severity as the normal critical delivered by the attack. Ring halves cold damage, -50 to Cold critical rolls. Immune to fear. *MERP:* knows Bard lists and Open Essence lists. *RM:* knows 10 spell lists, 4 to 25th level, from: base Bard and Mentalism lists.										
Erdîniel	18	105	No/2	50	N	A/L	75qs	45lcb	25	Dúnadan Mage/Magician.
Ring causes any fire or electrical spells to act as "slaying-undead." Runestaff is +20, does a secondary Unbalancing critical. has four 15th-25th level spells, each castable once per day. *MERP*: knows 10 Open Essence and Mage lists. *RM:* knows 10 spell lists, including 5 *RM* Magician lists to 20th level.										
Fergerin Tarma	22	165	Pl/19	60	Y15	A/L	180bs	160cp	15	Dúnadan Warrior.
Sword is "Holy," does double concussion hit damage, does a secondary Cold critical.										
Galadriel (avatar)	60(9	185	Pl/20	150	N	N	170bs	190lb	55	Noldo Bard Mystic (Seer).
Galadriel is 6'4", golden-haired, dressed in Elven robes that protect as metal armor; all of her *MERP* stats are effectively 100, The avatar resembles Kaliel "expanded" to match Galadriel's stats. 1400 PP. *MERP:* knows all spell lists; casts bolts through her sword; *RM:* knows Seer, Mystic, and 8 Mentalist lists to 50th, all Lay Healer lists to 20th.										
Kaliel	3	40	SL/5	75	N	N	30(63)da	35ro	30	Dúnadan/Hillman Scout/Thief.
Resists magic as 90th level. Will use the dagger her father gave her only at need. It can manifest properties of Galadriel's knife "Tintelpe," becoming +33, "Holy," Slaying Orcs and evil spellcasters, and does an additional Cold critical that is the same severity as the normal critical delivered by the attack.										
Measgan	5	77	SL/6	10	N	N	81hb	67da	10	Dunnish Warrior.
+10 Pole-axe (halbard), can't be fumbled, +50 to moving manuevers when it can be used as a brace. +50 to morale and mental defense when protecting Kaliel.										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Merindë Rúlíltar	30	140	Ch/15	90	Y30	A/L	145bs	155lb	30	Sinda Scout/Rogue.

Bracelet,+30 vs scrying; all arrows can "Slow" (50% of normal activity each round) their target (RR against a 10th level attack). Uses two +30 longknives (bs) in combat. Her primary longknife "slays" humans and does a secondary Heat critical; the other can be hurled up to 60' and will return 3/day, and it can act as a shield. Her cloak and boots add +70 to her normal Stalk/Hide bonus. Acting and Disguise: 85, Ambush: 30, Elvish History: 90, Sauronic Lore: 70.

Rhivilyr *Described in Table 19.1.*

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Sáraldawen	24	120	Ch/13	50	Y10	A/-	84ss	70lb	25	Silvan Animist/Healer.

+25 longknife, blue-flame, does an additional Heat critical that is the same severity as the normal critical delivered by the attack, does double concussion hit damage against servants of Sauron. Small shield casts 30 PP of spells from the Protections list to its presented front each day; using it does not count as an action. *MERP:* knows all Animist healing lists and 5 other lists. *RM:* knows all Open Channeling heating lists to 20th level, 5 other lists to 10th.

Warriors of Lindon *Described in Table 19.1.*

Servants of Sauron

Avar Elves

This force includes a 15th level Warrior, two 10th level Mage/Magicians, two 10th level Animists, twenty 6th level Warriors, and ten 5th level Scout/Thiefs. The leaders have +20 equipment, the Warriors and Scouts have +10 equipment—all provided by Sauron and marked with his symbols. They use a disabling poison; 3rd level "Stow" effect (50% normal activity). Only the leaders speak any western languages; they are alt quite curious and take prisoners just to talk to them.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
The Dark Priest	25	115	Pl/20	60	N	N	130qs		15	Black Númenórean Animist/Sorcerer.

Knows summoning lists and controlling magic from both Essence and Channeling; *MERP:* knows 20 such lists; *RM:* knows 10 spell lists to 20th level, 10 more to 10th. Staff does "Life-stealing" with every critical, draining 1/2 the victim's current stats; they are stored inside the staff until it is broken. He is aging visibly from the effort of controlling the elemental.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Wind Demon	20	150	No/4	70	N	N	140th	—	15	Fallen Maia (Wind Spirit)..

Use Large creature criticals. A translucent humanoid form that flies inside its own whirlwind. Does a 60 HBa attack (Secondary Criticals are also Unbalancing) from its envelope of wind. Sword does a secondary Cold critical. It may use a Cold Law or a Wind Law spell each round, up to 50 PP each hour.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Dragon	35	400	Ch/16	60	N	N	100HBi	150HCl	10	Dragon.

Use Super Large criticals. Can also use a 110HBa attack (tail), a 70HHo attack on stunned opponents, a +100 *Firebolt,* or a +50 *Fireball.*

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Erfaukor	35	160	Pl/20	50	N	N	170th	140da	45	Fallen Maia.

Use Large creature criticals. Appears as a hideous Half-troll in a black tunic with violet stars visible amid the folds, 103 strength, Acrobatics: 120. Can perform a leaping manuever of up to 30' each round in addition to a weapon attack, or can change his form or size by 10% to confuse opponents. Laughs or screams insanely while fighting, casting spells, or negotiating (4th level *Fear* effect). 240 PP. *MERP:* knows all Mage and Open Essence lists. *RM:* knows 15 Essence lists to 20th level. His sword does an additional Heat (acid) critical that is the same severity as the normal critical delivered by the attack; throws shards of his skin as daggers, doing a secondary Heat (acid) critical.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Fire Elemental	30	200	No/1	30	N	N	150HBa	110HGr	25	Fire Spirit.

Appears as a giant in the midst of a firestorm 50' in diameter. Use Super Large criticals, ignores stuns. Can grapple two opponents per round. Anyone within the storm must resist a 'B' Heat critical each round. Anyone grappled must resist a 'D' Heat critical each round. Cold criticals against are "slaying," Only active 10 rounds/day.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Water Elemental	50	300	No/3	30	N	N	150HBa	100HGr	0	Water Spirit.

Amorphous watery form that can stand 40' above the river. Anyone grappled will be thrown 100'. It can also 'flood' the bridge, doing a +100 Unbalancing attack on all present; only Strength or Agility bonuses may be applied to defense.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Wind Elementals	20	120	No/1	40	N	N	80MBa	70MGr	30	Wind Spirits.

Sentient whirlwinds. Use Super Large criticals. Two "Bash" attacks per round. No stun save from spells that reduce their constant movement. Electrical criticals against them are "slaying." Anyone grappled by them takes a 'D' Impact critical each round; 20% chance that the elemental will simply throw its victim off the cliff.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Gurtoron	35	220	Ch/17	50	N	N	220cl	140hcb	10	Olog Warrior (Mentalist).

Considers himself an intellectual, can be debated and riddled with. Both weapons do double concussion hit damage and a secondary Unbalancing critical. 140 PP. *MERP;* knows Spirit Mastery, Essence Hand, Calm Spirits, and Controlling Songs; *RM:* knows 10 Mentalist lists to 20th level with spells similar to these *MERP* lists.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Nimlon	20	155	Ch/15	80	Y20	A/L	150ha	145ha	15	Black Númenórean Warrior/Rogue.

Carries three +20 handaxes, one each of slaying Elves, Men, and Dúnadan, All return automatically when thrown 3x/day. Each may fire two +60 *Firebolts* per day, each "Slaying" against magical creatures.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Sauronic Agents	7	65	No/1	30	N	N	90da	80da	25	Eriadoran Scout/Thieves.

Carry a mix of poisons, including a suicide capsule in a tooth. Ambush: 8, Stalk/Hide: 60.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Sauronic Assassins	; 8	80	RL/11	50	N	N	110ss	95lcb	30	Mix of Men, Warrior/Rogues.

Have subterfuge skills as a Scout/Thief. Self-loading bows, poisons. Ambush: 12, Spying and Acting: 80. Amulets provide them with aura equal to armor, negate 1/round of stun and bleeding from each critical result.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Theowyrn	11	60	No/2	0	N	N	40da		-5	Northman Animist/Seer.

Somewhat demented, receives "Suggestions" from Sauron in nightmares. Knows 6 Animist and Open Channeling spell lists to 10th level. Public Speaking: 90, Hide {in Metraith): +80 to normal bonus.

19.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
The Wraith	23	120	No/1	50	N	N	120bs	110lb	15	Undead Spirit.
Both his sword and arrows do a secondary Cold critical. He radiates *Fear* and a 30' radius shadow (-20 to hit anything) that is only negated by full daylight. 92 PP, *MERP:* knows all non-healing Animist and Open Channeling lists. *RM:* knows 12 Essence and Evil Cleric lists to 15th level. Casts weather summoning spells each morning via an amulet granted him by Sauron, He uses this to maintain night fog and daytime cloudiness over the village of Grey-shelter.										
The Undead of Grey-shelter										
Greater Undead	3	60	Ch/13	30	N	N	75We	—	10	Ghoul-like Undead,
Subterfuge skills as a Ranger. Anyone who has not met undead before must make a 3rd level RR versus *Fear.* Repulsed only if their master, the Wraith, fails to resist the repelling cleric. Their mix of weapons is half spears, half swords; all do a secondary Cold critical. Will devour helpless victims after a fight.										
Lesser Undead	1	40	No/1	20	N	N	50cl	—	-5	Undead.
Animated corpses, going through the motions of their old lives. Warded against *Repulsion* as above.										
Folk of the Alliance										
Kalvanyawen	20	85	No/2	50	N	N	88cl	45da	10	Dúnadan Bard.
Lady of Fëotar. Knows 10 Essence lists (to 10th level). Has an artificial foot from a childhood accident; her cane strikes as a two-handed weapon and does an additonal Impact critical that is the same severity as the normal critical delivered by the attack. Most Lore skills: 70, Politics: 70.										
Curimardin	38	140	Pl/20	60	Y20	A/L	180fa	130cp	0	Dúnadan (Númenórean) Warrior.
Prince-protector of Cardolan. Elderly, little endurance, but fears nothing. Leadership, Public Speaking, and Diplomacy; 85. Sword is mithril does a secondary Slash critical, and can cast 40 PP of Fire Law spells each day.										
Hir Eldanar	40	165	Ch/15	110	Y20	A/L	160bs	175cp	20	Dúnadan Ranger.
Leather armor protects as chain. Broadsword is Holy and of Slaying Orcs and Trolls. Bow has triple range and does a secondary Impact critical. 80 PP. Knows all Ranger lists (to 30th level).										
Encabion	31	109	No/2	70	N	N	115qs	—	10	Dúnadan Animist/Astrologer.
Steward of Amon Sûl. 550 PP. *MERP:* knows all Open Essence, Open Channeling, and Animist lists. *RM;* knows 15 Channeling and base Astrologer lists up to 30th level. Can use the Palantir of Amon Sûl,										
Khain the Mark	13	140	Ch/16	60	N	A/L	160ba	130hcb	5	Dwarvish Warrior.
Leadership: 80, Tactics Lore: 50. Armor halves concussion hit damage and critical damage from elemental attacks. Axe does double concussion hit damage, does an additional Impact critical that is the same severity as the normal critical delivered by the attack.										
Nienna	43	180	Pl/20	120	Y25	A/L	180ss	150lb	15	Dúnadan Warrior (Bard).
Lady of Dol Tinarë. Mithril-plated armor, use Large creature criticals while wearing it. All leadership and musical skills: 100. ! 72 PP. Knows 6 Bard lists (to 30th level).										
Hirdyr of Dol Calantir, Ethir Gwathló, Fëotar, Girithlin, & Tyrn Gorthad	25	160	Pl/19	70	Y20	A/L	170bs	160cp	10	Dúnadan Warriors.
Weapons do a secondary critical of the GM's choice and are slaying versus either Orcs or Wargs. Each knows 6 spell lists to 3rd level.										
TERROR AMONG THE TOMES: THE LIBRARY OF ANNÚMINAS (Section 17.2)										
The dozen guards at Malborn's tower are equipped as Arthadan Ohtari, but are loyal to the corrupt seer. His two fanatical bodyguards are more unusual, having trained in exotic lands.										
Burazog	13	185	RL/11	50	Y	A/L	150wh	100ro	0	Cave Troll Warrior.
Use Large creature criticals. Chieftain of the Sharkhai. Wields +15 war hammer.										
Strulug	9	100	Ch/14	30	Y10	A/L	105sc	90sb	5	Uruk Warrior.
Minor Uruk chieftain of the Urughâsh tribe.										
Body Guards	8	76	No/1	35@#$	N	N	45ss	75da	25	Easterling Scouts/Warrior Monks.
Can also use a 80MAst(3) or 80MAsw(3) attack. Ambush: 9, Adrenal Defense: 60. Neckbands are +3 spell adders and negate 50% of neck criticals. Each has 16 PP and knows 3 Open Essence spell lists.										
HUNT FOR THE WARLORD (Section 17.3)										
Chulainn	6	110	Ch/13	25	Y5	N	90wh	65da	5	Dunnish Warrior.
Money belt with 200 gold.										
Elfwine	12	130	Pl/17	20	N	N	105ms	90cp	-5	Northman Warrior.
Often drunk. Can also use a 125 mounted lance attack. +10 gear.										
Erig	9	130	Ch/15	20	N	A/L	120th	70hcb	5	Eriadoran Warrior.
+10 sword, +10 heavy crossbow fires at half the normal reload penalty.										
Ephcamreca	15	150	SL/8	30	N	(A/-)	95qs	—	15	Undead.
Staff causes "agony" (electricity critical: normal hits and stun, but a maximum of 1 hit/round) as a secondary critical. Ring is +15 to DB and RRs. Gauntlets protect arms as metal greaves, are +J0 on punch (80MFi). Cloak triples PP to 45, lets wearer cast reversed healing spells up to 50'. *MERP:* knows 8 Open Channeling and Animist lists; *RM:* 8 Open and Closed Channeling, Cleric and Evil Cleric lists to 10th level.										
Ghouls	3	50	SL/4	10	N	N	40sc	50MGr	10	Undead.
Grapple attack used on stunned opponents; any hold is followed by 60MBi. Any successful bite brings on a *Dark Sickness* (10th level attack) that drains 2-20 CO points per day until a successful RR versus disease is made (one RR attempt per day).										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Pegmar	7	105	RL/9	15	N	-/L	85bs	66sb	15	Eriadoran Warrior.
Cuag Machbair	8	110	Ch/16	50	Y10	N	80ha	80sp	15	Dunnish Warrior.

Amulet is +10 to DB, also absorbs 20 PP/day of spells directed at him, each PP absorbed increases his level by 0.5 and adds 5 to his OB (this effect only lasts for 10 minutes). He is unaware of this power, as he has never been "witched."

INTRIGUE IN FORNOST (Section 17.4)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Jo-nag	4	64	SL/5	10	N	N	85ha	80sb	10	Dunnish (Hillman) Warrior/Rogue.

Migrant. Owner of Seven Stars tavern in Fornost. Wears heavy shirt, his armor of old.
Handaxe & dagger, poisoned with Lothforin (treat as Silmaana).

CODES

The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: Lvl (Level), Hits, Sh (Shield), and Mov M (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively. Parentheses indicate the protective features of greaves. but that greaves are not actually worn (e.g., chain hauberk, spells, etc.).

OB's (Offensive Bonuses): Abbreviations follow OBs; weapons are in small letters, while body attacks begin with capitals:

ba = battle-axe	bo = bo!a	bs = broadsword	cl = club	cp = composite bow
da = dagger	fa = falchion	Fi = Fist	fl = flail	ha = handaxe
hb = halbard	hcb = heavy	ja=javelin	ky = kynac	Ib = long bow
lcb = light crossbow	ma = mace	mg = main-gauche	ml = mounted lance	ne = net
pa = pole arm	qs = quarterstaff	ra = rapier	ro = rock	sb = short or horse bow
sc = scimitar	sl = sling	sp = spear	ss = short sword	ts,th = 2-handed sword
ts = throwing star	wh = war hammer	wm = war mattock	wp = whip	We = any Weapon

MAsw (rank) = martial arts sweeps and throws (highest rank) — *MERP:* see page 218: 1 = Novice, 2 = Standard, 3,4 = Expert
MAst(rank) = martial arts strikes (highest rank) —*MERP.* See page 218: 1 = Novice, 2 = Standard, 3,4 = Expert

Animal and unarmed attacks are abbreviated using code from the Master Beast Chart (see Section 19. 3). Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Secondary Criticals: In this table and in Table 19.1, a special "secondary critical" is indicated for certain weapons. Whenever such a weapon delivers a normal critical with a severity of 'B' of more, it also delivers a "secondary critical" that has a severity that is one step less (e.g., an 'E' result delivers a 'D' secondary critical, a 'D' result delivers a 'C secondary critical, etc.).

Critical Type: Super Large criticals are "Huge" criticals for *MERP* (i.e., use the Large Critical Tables with a -10 mod.).

Slaying Weapons: When a "Slaying" weapon delivers a critical to a Large or a Huge/Super Large creature of the appropriate type (i.e., a Troll-slaying sword used against a *Troll)*—*MERP:* the critical is resolved on table CT-10 or CT-11 with a +20 modification; *RM:* the critical is resolved on the Slaying column of the appropriate Large or Super Large Critical Strike Table.

When a "Slaying" weapon delivers a critical to a normal creature of the appropriate type (i.e., an Elf-slaying sword used against an Elf). the critical is resolved normally and a second critical (separate roll) is resolved as if the creature were a Large creature (as outlined in the previous paragraph).

Race/Culturai grouping: Dúnadan characters are described as Numen6rean, if they were born in the island realm; those born in Middle-earth are described either as Dúnadan or Black Númenórean, depending on which of the two Numen6rean colonial cultures they belong to. Characters of mixed Dúnadan and common descent are defined as either Haënedan (Rhudauran) or Targil (Cardolani.) The Common folk of Eriador are here classified as Arthadan, Cardolani, or Gondorian; if they fit none of these distinctive cultures, they are described as Eriadoran. Northmen are classified either as Eriadan (of Eriadoran stock) or as Northman (of Rhovanic mercenary descent.) The Angmarean and Rhudauran populations are culturally and racially distinct from other common folk, having, respectively, Easterling and Dunnish/ Hillman components.

Professions: In each case, the *MERP* profession is given first, and if needed, a separate *RM* profession is added after the slash. Two notes: first, the *MERP* "Warrior" profession is equivalent to the *RM* "Fighter"; second, the *MERP* "Bard" profession is used for generic "jack of all trades" characters, and the skills and spells of these characters varies widely throughout the table.

19.3 MASTER BEAST TABLE

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Primary / Secondary / Tertiary Attacks
Active Tree	25	1	H/La	vs/vs	400	Pl/20	0	20HGr/10HGr/90Both
Bat	0	1-100	S	VF/VF	4	No/1	60	25TBi
Bat, G. Vampire	1	12-30	S	VF/VF	25	No/1	40	40SBi/40SCl
Bear								
Black	4	1-5	M	MF/MF	150	SL/8	30	60LGr/70LCl/30MBi
Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCl/20MBi
Cave	12	1-5	L/La	MF/FA	300	SL/8	40	95HBa / 90LCl / 85LGr / 90LBi
North	10	1-2	L/I	FA/FA	240	SL/4	45	75LCl / 80LGr / 90LBi / 90LBa
Boar	2	2-20	M	FA/MF	105	No/4	30	50MHo / 50MBa / 40STs
Cave Drake	15	1	H/SL	FA/FA	250	Pl/19	40	90HBi / 50HCl / 50HBa / 80HHo
Cave Worm	10	1	L/La	SL/MD	160	RL/12	20	90HGr / swallow / 110HHo
Cliff Buzzard	2	2-10	S	VF/VF	30	No/1	50	40MCl/25SPi
Creban	2	1-100	S	FA/FA	10	No/1	50	25SPi
Crow	1	5-50	S	FA/MF	20	No/1	55	10SPi/ 10SCl
Deer	1	1-10	M	VF/VF	45	No/3	35	15SHo/25TTs
Dumbledor	1	1-100	S	VF/VF	3	No/1	40	10TSt/poison
Eagle	3	1-4	S	FA/FA	30	No/1	30	45MCl / 35SPi
Eagle, Golden	3	1-2	M	FA/FA	30	No/1	30	50MCl / 50SPi
Elk	4	1-10	L/I	FA/FA	110	No/3	25	55MHo / 65MTs
Fell Beast	20	1-10	L/La	FA/FA	240	RL/12	50	90HCl / 90LGr / 90LBa / 60LBi
Giant	12	1	H/La	SL/MD	250	RL/11	20	80We / 70LGr / 100HCr / 70ro
Goat, Mountain	3	3-36	M	MF/MF	60	No/4	35	50MHo / 45MBa / 35MTs
Goat, Wild	2	1-12	M	FA/MF	50	No/4	30	40MHo/30MBa/30MTs
Hornet	1	10-100	T	VF/VF	1	No/1	40	0SSt/20MSt/poison
Huorn	15	1-8	H/SL	SL/MD	300	RL/12	25	100LBa(2x)
Kraken	30	1	H/SL	MD/MD	375	RL/11	40	145HGr (1-5 attacks per rnd) / 145HPi
Lizard, Great	8	1-2	L/I	MF/FA	140	SL/7	30	90LBi / 70MBa
Losrandir	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs
Moose	3	1-2	L	FA/MF	180	No/4	20	55LBa/60LTs
Mountain Lion	5	1-5	M	VF/VF	100	No/3	40	40MCl / 60MBi / 60MBa
Owl	1	1-2	S	FA/FA	20	No/1	50	35SCl/10SPi
Red Deer	2	3-41	M	VF/VF	72	SL/3	40	25MHo / 25MTs / 20MBa
Snake, small	1	1+	S	VF/VF	10	No/1	35	20SBa / 20SBi / poison
Snake, large	2	1+	M	VF/VF	10	No/1	25	30MBa/30MCr
Snow Lion	8	1-5	L	VF/FA	130	SL/3	60	160LCl/80LBa/70LBi
Spider, Lesser	0	1-50	S	MD/MD	5	No/1	5	20SGr/20SSt
Spider, Giant	18	1-20	L/I	FA/FA	160	No/4	40	75HSt / 60LGr / 75LBi
Squirrel	0	1-20	S	FA/VF	5	No/1	30	5TBi
Troll								
Cave	12	1-5	L/La	MD/MD	220	RL/11	25	100HCl/85We/80ro
Hill	10	1-5	L/La	SL/MD	175	RL/11	20	95LBa/85LCl/60ro
Snow	13	1-2	L/La	MD/MD	180	RL/11	30	105HCl / 80Hba / 70We / 80ro
Stone	7	1-5	L/II	SL/MD	150	RL/11	15	80LCl / 65MBi / 40We / 60ro

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Primary / Secondary / Tertiary Attacks
Undead								
Barrow-wight	15	1	M/La‡	SL/VF	165	No/1	75	100We/90LBa/special
Ghost, lesser	5	1	M/La‡	FA/FA	100	No/1	30	60MBa/50We/special
, greater	15	1	M/La‡	VF/VF	165	No/1	50	110We/90LBa/ special
Skeleton	3	1-10	M/I‡	MD/MF	55	No/1	10	40We / 50Mba
Wight, minor	10	1	L/II‡	SL/MD	90	RL/11	30	90We/80LBa/special
, lesser	15	1	L/La‡	MD/MD	120	Ch/16	30	110We/80LBa/special
, greater	20	1	L/SL‡	MD/MD	170	Pl/19	30	150We/80LBa/special
Warg	8	4-20	L	VF/VF	180	SL/4	60	75LBi / 60LCl / 50Both
Wildcat	5	1-5	M	VF/VF	100	SL/3	40	140MCl/60MBa/60MBi
Wild Goat	2	1-20	M	FA/FA	70	SL/3	15	60MHo/50MBa/20STs
Wolf, Grey	3	2-12	M	FA/FA	110	SL/3	30	55LBi / 30MCl
Wolf, White	8	1-20	M	VF/VF	170	SL/4	70	90LBi / 80MCl
Were-wolves	12	1-5	M/La	VF/VF	250	SL/4	75	120LBi/100MCl

CODES

The statistics describe a typical creature of that type. Most of the codes are self-explanatory:

Lvl (Level),

Enc (number encountered),

Size/Crit: The creature's size (T = Tiny, S = Small, M = Medium, L = Large, H = Huge) and the type of critical table that is used to resolve critical strikes against this creature:
- If no code is given, use the normal tables
- La = use Large Creature Critical Tables
- SL = for *RM*: use Super-Large Creature Critical Tables; for *MERP:* use Large Creature Critical Tables with a -10 modification
- I = use normal critical tables, but reduce critical severities by one step (i.e., 'E' becomes a 'D', 'D' becomes a 'C', 'C becomes a 'B', 'B' becomes an 'A', and ignore 'A's)
- II = use normal critical tables, but reduce critical severities by two step (i.e., 'E' becomes a 'C, 'D' becomes a 'B', 'C' becomes an 'A', and ignore 'B's and 'A's)
- † = Stun results do not affect these creatures.
- ‡ = Stun results and hits/rnd do not affect these creatures.

Speed: A creature's speed is given in terms of 'Movement Speed / Attack quickness'. So CR = creeping, VS = very slow, SL = slow, MD = medium, MF = moderately fast, FA = fast, VF = very fast, and BF = blindingly fast.

AT (Armor Type): The two letter codes correspond to the *MERP* armor type (No = no armor, SL = soft leather, RL = rigid leather, Ch = chain, and Pl = plate). The number is the equivalent to the *Rolemaster* armor type.

Crit Type (Critical Type):

Primary/Secondary/Tertiary Attack: Each creature usually initiates combat using its "Primary" attack. Depending on the situation and the success of the "Primary" attack, it may later use its "Secondary" or 'Tertiary" attacks (all in the same round if previous attacks are very successful). Each attack code starts with the attacker's Offensive bonus. The first letter indicates the size of the attack: T = tiny, S = small, M = medium, L = large, H = huge. The last two letters indicate the type of attack:

Pi = Pincher / Beak   Bi = Bite   Cl = Claw / Talon   Gr = Grapple / Grasp / Envelop / Swallow
Ho = Horn / Tusk   Ti = Tiny   Ts = Trample / Stomp   Ba = Bash / Ram / Butt / Slug
Cr = Crush/Fall   St = Stinger   Fi or Ki = Fist/Kick   Wr = Wrestling/Tackles   We = Weapon.

19.4 MASTER ENCOUNTER TABLE - Arthedain & Rhudaur

Encounter	Arthedan Frontier	Eastern Eriador	Rural Eredoriath	Forochel	Numeriador	Northern Arthedain	Rhudaur	The Trollshaws	The Shire	Siragalë
Chance (%)	15%	10%	25%	7%	5%	5%	20%	15%	25%	15%
Distance (in miles)	4	10	10	15	8	5	8	10	4	5
Time (in hours)	4	8	4	8	8	4	4	8	2	4
Inanimate Dangers										
General Traps	01-03	01	01-02	01	—	01	01-02	01-02	—	—
Natural Hazards	04-07	02-08	03-05	02-12	01-09	02-05	03-11	03-09	01	01-03
Sites and Ruins	08-22	09-11	06-08	13-14	10-12	06-10	12-23	10-14	02-04	04-08
Animals										
Wolves	23-27	12-16	09-15	15-21	13-17	11-13	24-27	15-19	05	09-10
Wargs	28-30	17-19	16-19	22-25	18-19	14	28-29	20-21	06	11
Lions/Chatmoig	—	20-22	—	—	—	—	30	22-23	—	12
Bears	31-32	23-24	20	26-31	20-23	15	31-32	24-26	07-08	13
Glutan	—	—	—	—	—	—	—	—	—	—
Rare Grazing Animals	33	25-26	21	32	24-25	16-17	33-37	27-30	09	14
Boar	34-35	27-28	22-24	—	26-27	18	38-39	31-32	10	15-16
Grazing Animals	36-38	29-31	24-25	33-34	28-31	19-21	40-42	33-37	11-15	17-20
Sheep, Sheep Hounds	39-41	—	26-28	—	32-33	22-26	43-44	38	16-21	21-22
Bats/Flying Frogs	—	32	29		—	—	45	39	—	—
Poisonous Snakes	—	33	30	—	34	27	46	40	22-23	23
Crocodiles	—	—	—	—	—	—	—	—	—	—
Giant Catfish (Wels)				—					24	
Birds	42-43	34-35	31-32	35-36	35-36	28-30	47-49	41-43	25-28	25-28
Small Animals	44-45	36-37	33	37-38	37-38	31-34	50-51	44-47	29-35	29-34
Undead										
Wights	46	38	34	—	39	—	52	48	—	—
Other Undead	47	39	35	39-40	—	—	53-54	49	—	—
Local Populace										
Smugglers/Thieves	48-49	40-41	36-37	—	40	35	55	50	36-37	35-36
Mercenaries/Brigands	50-52	42-44	38-41	41	41	36	56-57	51-52	38-39	37-39
Beffraen/Hillmen	53	45-47	42-49	—	—	—	58-62	53-57	—	—
Dunnish Tribesmen	—	48-51	50	—	—	—	63-64	58-59	—	40-42
Common Folk	54-57	52	51	42-51	42-45	37-43	65-67	—	40-50	43-45
Rivermen	58-59	—	—	52-57	46-51	44-49	—	—	51-54	46-48
Sailors	—	—	—	—	52	50		—	—	49
Merchants	60	53-54	52-53	—	53-54	51-55	68-69	60	55-60	50
Nobles or Leaders	61-62	55	54	—	55	56-59	70	61	61-62	51-53
Military Unit	63-66	56	55-57	—	56-57	60-61	71	62-63	63	54-55
Large Patrol	67-69	57-58	58-60	—	58-59	62-64	72-73	64-65	64	56-57
Small Patrol	70-75	59	61-63	58-64	60-62	65-67	74-75	66-67	65-66	58-60
Spies/Scouts	76-77	60	64-67	65-69	63	68-71	76-77	68-69	67-70	61-63
Other Individuals	78	61	68	70-71	64	72-74	78	70	71-72	64
Other Men										
Pirates	—	—	—	—	65	—	—	—	—	—
Northmen	79	62-63	69-70	72-74	66	75-77	79-80	71-72	73	65-67
Easterlings	80-81	64	71-72	—	—	78	81	73-74	—	68
Dunlendings	82	65-67	73-74	—	—	79	82	75-76	—	69-70
Hillmen	83	68-69	75-76	—	—	—	83	77-80	—	—
Southerners		70	77	—	—	80-81	84	81	74-76	71
Other Foreigners	84	71-72	78	—	67	82	85	82	—	72
General Folk	85-86	73-74	79-80	75-80	68-71	83-87	86	83	77-80	73-74
Non-mannish Races										
Wandering Company		75-77	—	—	72-73	88	—	84	81-83	75-76
Other Elves	87	78-81	81	81	74-80	89-92	87	85	84-86	77-84
Dwarves	88-89	82-85	82	82	81-89	93-95	88-90	86-88	87-93	85-87
Orcs (N)	90-94	86-89	83-92	83-88	90-93	96	91-94	89-92	94	88
Trolls (N)	95-96	90-94	93-96	89-94	94-96	97	95-97	93-97	95	—
Hobbits	97	95	97	—	97	98	98	98	96-99	89-93
Stoor Hobbits	98	96-97	98	—	98	99	99	99	—	94-97
Other beings	99-00	98-00	99-00	95-00	99-00	00	00	00	00	98-00

See page 395 for notes and guidelines for using this table.

19.4 MASTER ENCOUNTER TABLE - Cardolan

Encounter	Towns and Tharbad	Sudúri	Old Forrest and Eryn Vorn	Saralainn	Downs and Highlands	Tyrn Gorthad	Gwathlo Basin	Eastern Cardolan	Marshes	Major Rivers and Coastal Waters
Chance (%)	65%	50%	50%	15%	20%	35%	25%	10%	15%	20%
Distance (miles)	.5	.5	.5	8	7	4	8	8	5	8
Time (hours)	.5	.5	.5	4	3	2	4	4	2	4
Inanimate Dangers										
General Traps	—	—	01-02	01	01	01-02	—	01	01	—
Natural Hazards	01-02	01-02	03-05	02-05	02-03	03-05	01-02	02-03	02-07	01-07
Sites & Ruins	03	03	06-09	06-10	04-10	06-14	03-06	04-18	08-11	08-12
Animals										
Wolves	—	04	10-12	11-16	11-18	15-20	07-11	19-24	12-13	13
Wargs	—	—	13	17-18	19-20	21-23	12	25-26	—	—
Lions (Chatmoig)	—	—	14-16	19	21	24	—	—	14	—
Bears	—	—	17-19	20	—	—	—	27-28	15	—
Glutan	—	05	20-22	21-25	—	—	13	—	—	14
Rare Grazing Animals	—	—	23-24	—	—	25	—	—	—	—
Boar	—	—	25-26	26-28	22-23	26-27	14	29-30	16	15
Grazing Animals	—	—	—	—	24-28	28-31	15	31-32	—	—
Sheep, Sheep Hounds	04-10	06-11	—	29-31	29-34	32-36	16-25	33	—	16-20
Bats/Flying Frogs	11	12	27-34	32-33	35	37	26	34	17-18	21
Poisonous Snakes	12	13	35-37	34-36	36	38	27	35	19-25	22-26
Crocodiles	—	14	38-39	37	—	—	—	—	26	27-30
Giant Catfish	—	—	—	38	—	—	—	—	27-31	31-36
Birds	13-17	15-16	40-44	39-43	37-40	39-40	28-33	36-41	32-38	37-41
Small Animals	18-20	17-19	45-46	44-48	41-44	41-46	34-39	42-46	38-47	42-49
Undead										
Wights	—	—	—	—	45-48	47-52	40	47-48	48	—
Other Undead	—	—	47-51	49	—	53	41	49	49	—
Local Men										
Smugglers/Thieves	21-24	20-23	52	50-53	49	54-56	42-44	50	50-53	50-55
Mercenaries/Brigands	25-28	24-28	53	54-56	50-54	57-62	45-49	51-53	54-55	56-57
Beffraen/Hillmen	—	—	54-59	57	—	—	—	—	56	58
Dunnish Tribesmen	29-31	29-32	60	58-68	55-56	63-66	50-54	54-59	57-62	59-61
Common Folk	32-50	33-58	61-64	69-76	57-64	67-68	55-64	60-65	63-69	—
Rivermen	51-54	59-62	65	77-78	—	—	65-66	—	70-71	62-63
Sailors	55-57	63-67	66	79	—	—	—	66	72-74	64-65
Merchants	58-62	68-70	67-68	80-81	65	69	67-68	67	75	66-69
Nobles or Leaders	63-66	71-73	69	82	66-67	70-71	69-70	68	—	70-71
Military Unit	67	74	70	83	68	72	71	69	76	72
Large Patrol	68	75-76	71-72	84-85	69-70	73-74	73	70-71	77-78	73-75
Small Patrol	69-72	77-79	73-76	86	71-72	75	74-76	72	79-80	76-77
Spies/Scouts	73	80	77	87	73	76	77	73	81-82	78
Other Individuals	74-75	81-82	78-79	88	74	77	78	74	83-86	79-81
Other Men										
Pirates	—	83	80-81	89	—	—	—	—	—	82
Northmen	76-77	84	—	—	75-76	78-80	79	75	—	—
Easterlings	78	—	—	—	77	81	—	76-77	—	—
Dunlendings	79-81	85-88	—	90-93	78-81	82	80-82	78-80	87-92	83-87
Hillmen	82	89	—	—	82	—	—	81-82	—	—
Southerners	83-87	90-91	82	94-95	83-84	83	83-85	—	—	88-89
Other Foreigners	88	92	83	96	85	84-85	86-87	83-84	93	90-91
General Folk	89-91	93-94	84-85	97-98	86	86-87	88-89	85	94	92-93
Non-mannish Races										
Wandering Company	—	—	86-87	—		88	90	—	—	—
Other Elves	92		88-89		88	89	91	86	95	94
Dwarves	93-94	95	90	—	89	90	92-93	87	—	—
Orcs	—	—	—	—	90-95	91-93	94	88-92	96	—
Trolls	—	—	91-94		96-97	94	—	93-94	—	—
Hobbits	95-96	96-97	96-97	—	98	95-97	95-96	95	—.	95
Stoor Hobbits	97-98	98	98	—	—	98	97-98	96-98	97-98	96-98
Other Beings	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00

See page 395 for notes and guidelines for using this table.

19.5 WEATHER TABLE

Month	Minhiriath	Mintyrnath	Eriadoran Highlands	Siragalë and Bree-land	Hills of Evendim	The North Downs	The Misty Mountains	Trollshaws and Northern Rhudaur	Southern Forochel and the En Udanoriath
Narwain	25-40	20-35	20-35	25-40	15-30	20-40	15-30	5-25	0-15
(Winter)	M.Rain/Snow	N.Snow	N.Snow	M.Rain	N.Snow	M.Rain/Snow	H.Snow	H.Snow	N.Snow
Ninui	25-45	25-40	20-40	15-35	10-25	10-35	15-30	5-25	0-15
(Winter)	M.Rain/Snow	M.Rain/Snow	N.Snow	N.Snow	H.Snow	H.Rain/Snow	H.Snow	H.Snow	N.Snow
Gwaeron	30-50	25-45	25-45	20-45	15-30	15-35	15-30	15-35	0-15
(Stirring)	H.Rain	H.Rain	M.Rain/Snow	H.Rain	N.Snow	M.Rain/Snow	H.Snow	H.Snow	N.Snow
Gwirith	45-60	40-55	35-55	30-50	20-35	25-45	20-35	30-50	20-35
(Spring)	N.Rain †	N.Rain †	N.Rain †	H.Rain †	H.Rain/Snow †	H.Rain †	H.Snow †	N.Rain †	N.Snow
Lothron	45-65	40-60	35-60	35-60	30-45	35-55	25-40	50-65	35-45
(Spring)	N.Rain	N.Rain	N.Rain	N.Rain	N.Rain	N.Rain	H.Rain/Snow	M.Rain	N.Rain
Nórui	50-75	50-70	45-70	50-65	35-50	40-60	25-40	65-75	40-60
(Summer)	M.Rain*	M.Rain*	M.Rain*	M.Rain	M.Rain	M.Rain	M.Rain	N.Rain	M.Rain
Cerveth	55-80	55-85	50-80	60-75	45-60	50-70	30-50	65-75	50-65
(Summer)	M.Rain	Dry	Dry	Dry	M.Rain	M.Rain	M.Rain	M.Rain	M.Rain
Urui	65-85	70-90	65-90	65-80	60-75	50-75	40-60	65-75	55-65
(Summer)	M.Rain §	M.Rain	M.Rain	M.Rain	M.Rain	M.Rain	M.Rain	M.Rain	M.Rain
Ivaneth	55-80	55-85	55-80	65-80	60-75	50-75	45-65	60-70	50-77
(Autumn)	N.Rain	N.Rain	N.Rain	N.Rain	N.Rain	N.Rain	Dry	M.Rain	M.Rain
Narbleth	45-70	40-75	40-70	55-75	40-75	50-70	40-60	45-60	35-50
(Autumn)	H.Rain	H.Rain	H.Rain	N.Rain	N.Rain	N.Rain	M.Rain	N.Rain	M.Rain
Hithui	35-60	30-60	30-55	45-65	35-60	40-60	35-50	30-45	15-20
(Fading)	M.Rain/Snow	M.Rain/Snow	N.Snow	N.Rain	N.Rain	N.Rain	H.Rain	H.Rain	N.Snow
Girithron	30-50	20-45	20-40	35-55	25-45	30-50	25-40	15-30	25-40
(Winter)	M.Rain/Snow	N.Snow	N.Snow	M.Rain	M.Rain	M.Rain/Snow	M.Rain/Snow	H.Snow	M.Rain/Snow

KEY

TEMPERATURE

Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot.

§= 1% chance Great Storm (Hurricane). If not in cover, +50 unbalancing attack every 5 minutes, 1st level respiratory disease check every 4 hours from soaking.

* = 3% chance Severe Thunderstorm/Hail/Tornado. If not under shelter, +20Un/+10SBa/+100Un twice this day.

† = Flooding along rivers.

PRECIPITATION AND CLOUDS (checked daily) —

H.Rain: Heavy rain this month. 01-35 rainy, most days cloudy.

N.Rain: Rainfall normal for temperate climate. 25% rainy; cloudy on rainy days except from Lothron to Urui, when 80% of rain is from thundershowers appearing on partly cloudy days.

M.Rain: Moderate rain 15%, partly cloudy much of the time, rain from showers in summer.

Dry: 5% rain from showers, mostly sunny.

H.Rain/Snow: 35% precipitation, sleet possible, cloudy most days. 50% chance of sleet at 30-34 degrees; anyone outdoors risks, every hour, a 2nd level disease attack from chill, while travelers suffer a +20 Unbalancing attack from ice.

MRain/Snow: 20% precipitation, sleet possible, cloudy 50% of the time. Sleet as H.Snow/Rain.

19.5 WEATHER TABLE

H.Snow: 20% snowy, 70% 1-5 inches, 30% 2-20 inches. 2' snow cover accumulated during each month under 35°. Snowy days and temperatures below 20' are 20% likely to have wind conditions causing chill damage: 1st level disease check and a frostbite possibility: treat as +10 Cold Ball attack, +50 for anyone unprepared or wet. Increase chance of chill 20% at night and 1% for each degree below 20.

N.Snow: 10% snowy, 70% 1-5 inches, 30% 1-10 inches, 2' snow cover during any month with high 30° or less.

SPECIFIC AREAS—

Minhiriath: +10 chance of rain and fog along the coastline. If a hurricane strikes, one or more regions to the north or east are struck with torrential rains and flooding as it moves inland.

Mintyrnath: Tharbad is virtually an island during flooding.

Eriadoran Highlands: Includes the Weather Hills, the Barrow and South Downs, Hollin, and Dunland. Winters 5' colder in 18th-20th centuries of the Third Age.

Siragalë and Bree-land: Includes the Shire and the Old Forest. Winters 5° colder in 18th-20th centuries, 5° warmer after the 23rd century.

Hills of Evendim: Fog 90% of mornings in 30-50 degree weather. Winters 5' colder in 18th-20th centuries, 5° wanner after the 23rd century. Subject to rare winter blasts from Forochel: temperature 20° or lower has a 20% chance of dropping 20-30° for 1 -3 days.

North Downs: Fog 70% of mornings in 30-50 degree weather. Winters 5° colder in 18th-20th centuries, 5° warmer after the 23rd century. Subject to winter blasts from Forochel: temperature 20° or lower has a 30% chance of dropping 20-30° for 1 -3 days.

Misty Mountains: Temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1 degree for every 300' more above sea level.

Trollshaws and Northern Rhudaur: Includes En Eredoriath and the Misty mountain foothills; Rivendell has seasons, but no extremes of temperature. Winters 5° colder here in 18th-20th centuries.

Southern Forochel and the Oiolad: The Nan Angmar is 20° colder than En Udanoriath. This column describes the part of the Forodwaith immediately north of Arthedain. For every 100 miles north of the Rammas Formen, temperature drops 10° and winter days and summer nights are shorter by a half hour. The air gets much drier: chance of snow drops to 10%, rain to 5%, with little accumulation, but 90% of all snowy days cause chill damage as described in H.Snow, above.

KEY FOR TABLE 19.4

Use of the Encounter Table and Codes: The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the table or the time it takes the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter. An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures. More details for certain encounters are provided below:

Bats/Flying Frogs — *Eryn Vorn:* 01 -60 frogs, 61-00 bats; *Cardolan:* 01-90 small bats, 91-00 flying foxes (large bats).

Bears — *Blue and Misty Mountains:* 01-80 black bears, 81-00 cave bears; *Arthedain and Cardolan:* black bears; *Forochel:* north bears; *Rhudaur:* 01-80 brown bears, 81-00 cave bears; the Rhudauran brown bear is a variation of the Eriadoran black bear, distinguished by its lighter color and more aggressive nature.

Beffraen/Hillmen — Beffraen in western Cardolan, Hillmen in and around Rhudaur.

Birds — *01-50:* 1-10 crows, songbirds, hawks, or owls; *51-100:* 10-100 geese, ducks, or blue pigeons, 100-2000 on large bodies of water;

Crocodiles — The sea crocodile is 20% of all coastal encounters; the remainder are with the smaller marsh crocodiles.

Dunnish Tribesmen — Dunnish folk in clans, not tied to local society.

Common Folk — Local settled folk: Hillmen, Beffraen, and tribal Dunlendings are encountered separately. Hobbits are half the common folk of Siragalë and all of the Shire.

Grazing Animals — *Rhudaur:* 01 -30 dappled deer, 31 -00 losrandir; *Arthedain:* 01-40 dappled deer, 41-80 red deer, 81-00 goral; *Cardolan:* 01-10 astabanheli, 11-30 cunara, 31-60 fiara, 71-80 goral, 81-00 wild goats; *Forochel:* losrandir, number encountered is 10x the number indicated on the Master Beast Table 19.3.

Lions/Chatmoig — spotted lions in Cardolan, chatmoig elsewhere.

Other Beings — GM's choice: a Demon whale. Dragon, or the Eloeklo in Forochel; Dragons, Faerie creatures, or Great Eagles in the east. Maia or Faerië beings in the west and south.

Other Undead — GMs choice from the Master Beast Table 19.3.

Poisonous Snakes — *Eastern Eriador/Rhudaur:* shaking asp; *Arthedain/Numeriador:* 01-70 nethairin erdyr, 71-00 rock viper; *Cardolani Rivers:* 01-30 corial, 31-00 nethraich; *Cardolan Lowlands:* coriel, nethairin nethraich; *Cardolani Coastal Marshes:* 01-20 amathrach, 21-40 coriel, 41-00 nethraich; *Cardolani Highlands:* 01-20 nethairin, 21-60 nethairin erdyr, 61-80 nethraich, 81-00 rock viper.

Rare Grazing Animals — *Forochel:* Caru, number encountered is 10x the number indicated on the Master Beast Table 19.3; ***Cardolan:*** 01-40 aurych, 41-80 land tortoise, 81-00 nimfiara; *Eastern and northern Eriador:* 01-20 aurych, 21-00 caru; *Old Forest, Tyrn Gorthad:* 01-80 nimfiara, 81-00 aurych; *Shire or Siragalë:* 01-30 nimfiara, 31-70 mearas, 71-00 aurych.

Small Animals — GM's choice.

Wolves — *Cardolan:* 01-90 red wolves, 91-100 war-wolves; *Arthedain and Rhudaur:* 01-90 grey wolves, 91-100 war-wolves; *Forochel:* 01-50 grey wolves (white in winter), 51-100 white wolves; ***Numeriador:*** 01-80 grey wolves, 81-90 dire wolves, 91-100 war-wolves.

20.1 THE LINE OF DÚNEDAIN KINGS OF THE REALMS IN EXILE

Amandil of Andúnië, last Lord of the Faithful of Westernesse, was the father of Elendil the Tall and the ancestor of both lines of Kings of the Realms in Exile. He was also a descendant of King Valandil of Númenor and therefore of the First Age leaders of the Edain, Noldor, and he also had one Maia ancestor. He died in S,A. 3319.

* — All dates hereafter refer to the Third Age unless otherwise noted.

† — Unatural death.

‡ — Usurper.

§ — Childless.

¥ — Succeeded by a nephew.

¤ — Succeeded by a younger brother.

Note 1 — Actually Anárion's son. The line of Gondor's Kings is derived from Isildur's reputed grant of an independenr South Kingdom to Meneldil.

Note 2 —Tarcil, Elewen, and Aldor were the last Kings of Cardolan and Rhuduar from the unsullied line of Isildur; none of them were sons of the Kings they replaced, being chosen instead by councils and factions. Argeleb of Arthedain tried to reclaim these realms in 1349, but Tarcil's and Aldor's immediate successors as rulers of Cardolan and Rhuduar were none the less generally recognized by Gondor, the Dwarves, and the Elves.

Note 3 —Although some later leaders of Rhudaur gained widespread recognition, none thereafter were universally accepted as true Kings. The rulers of Rhudaur were regarded as puppets by the established realms.

Note 4 —From the reign of Argeleb I forward, Arthedain's Kings claimed dominion overall of what was Arnor before T.A. 861.

Note 5 —Valacar was restored to his throne after the death of Castimir.

Note 6 —A descendant of Telumehtar Umbardacil.

KINGS OF ARNOR

Elendil (*leader of the Faithful and High King of the Realms in Exile*) †
S.A. 3319-3441

KINGS OF GONDOR

Isildur † and Anárion †
S.A. 3320-3430 (*Isildur alone after 3430*)

Isildur, High King † (*first of the Unbroken Line*) S.A. 3441-T.A.2

Kings of Arnor:

Valandil 2-249 *
Eldacar 249-339
Arantar 339-435
Tarcil 435-515
Tarondor 515-602
Valandur † 602-652
Elendur 652-777
Earendur (*Last King of Arnor*) 777-861

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Kings of Gondor:

Meneldil (*see Note 1*) T.A 2-158 *
Cemendur 158-238
Earendil 238-324
Anardil 324-411
Ostoher 411-492
Rómendacil I † (*Tarostar*) 492-541
Turambar 541-667
Atanatar I 667-748
Siriondil 748-830
Tarannon Falastur § ¥ 830-913

Continued on Next Page

KINGS AFTER THE DIVISION OF ARNOR, 861 T.A

of Arthedain

Amlaith 861-946
Beleg 946-1029
Mallor 1029-1110
Celepharn 1110-1191
Celebrindor 1191-1272
Malvegil 1272-1349
Argeleb † (*see Note 4*) 1349-1356
Arveleg 1356-1409
Araphor 1409-1589
Argeleb II 1589-1670
Arvegil 1670-1743
Arveleg II 1743-1813
Araval 1813-1891
Araphant 1891-1964
Arvedui (*Last King of Arthedain*) † 1964-1974

of Cardolan

Thorondur † 861-936
Turambar 936-1001
Ciryon 1001-1079
Tarandil 1079-1153
Calimendil † 1153-1235
Tarcil (*see Note 2*) 1235-1287
Tarastor ¤ 1287-1332
Minalcar 1332-1381
Ostoher † 1381-1409
Nirnadel † § 1409-1412
various claimants (*see Note 4*)

of Rhudaur

Aldarion 861-951
Orodreth 951-988
Eldathorn † 988-1031
Eldarion 1031-1107
Forodacil 1107-1176
Rhugga ‡ 1176-1231
Elewen (*see Note 2*) 1231-1307
Aldor (*see Note 2*) 1307-1347
Elagost †§ 1347-1355
various claimants and puppets (see Notes 3 & 4)

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Earnil † 913-936
Ciryandil † 936-1015
Hyarmendacil 1015-1149
Atanatar II (*Alcarin*) 1149-1226
Narmacil § ¤ 1226-1294
Calmacil 1294-1304
Rómendacil II 1304-1366
Valacar 1366-1432
Eldacar (*see Note 5*) 1432-1437, 1447-1490
Castamir † ‡ (*see Note 5*) 1437-1447
Aldamir † 1490-1540
Hyarmendacil II 1540-1621
Minardil † 1621-1634
Telemnar † ¥ 1634-1636
Tarondor 1636-1798
Telumehtar (*Umbardacil*) 1798-1850
Narmacil II † 1850-1856
Calimehtar 1856-1936
Ondoher † 1936-1944
Eärnil II (*see Note 6*) 1945-2043
Eärnur †§ 2043-2050

(After the fall of Arthedain the northern Dúnedain are ruled by the Chieftains of the Rangers of the North, all in direct line of descent from Arevudui Last-king. Gondor, after the death of Eänur, is ruled by the Stewards. These two dynasties were estranged from the beginnings of their rule. The Chieftains are listed in Section 18.0 of this module. Eventually the Dúnedain are reunited and the monarchies of Arnor and Gondor restored by the sixteenth Chieftain of the Rangers, Aragorn II.)

Elessar Telcontar, King of the Reunited Kingdoms (*Aragorn II*) 3019-F.A. 120
Eldarion F.A 120-

20.2 HERBS, CURATIVES, & POISONS

The list below does not include all of the healing herbs and medicines of Eriador, but is a useful selection. Note that many of the plants not native to Eriador can be grown in gardens or acquired in trade at greater expense. Poisons, which are abhorred by the Arthedain, but quietly studied by many in Cardolan and Rhudaur, are described as well. Many lesser herbs, animal products, and a selection of dirts, muds, and powered minerals are also used as remedies and stimulants. Not covered here are the various uses of plants in crafts and manufacturing, such as the tree bark employed to tan hides, the leaves that produce important dyes, and the berries and leaves used to brew liquors and other semi-therapeutic beverages.

Aloe

This green spike plant does not grow wild in Eriador; it originated in southern Endor and is carefully cultivated by Dúnadan healers. The juice of its broken or crushed leaves is applied directly to wounds and burns.

GM Note: *Aloe heals 1-4 hits when used on minor cuts, and 5 hits on minor burns. It doubles the healing rate for these wounds, and also acts as a mild anesthetic, halving any penalties due to pain. It has only 20% of these powers on major injuries. Aloe can he used fresh, or in a difficult-to-prcpare salve.*

Ancalthur.

This poisonous fluid is made from the stem of a flower found along the colder shores of Eriadoran lakes and rivers. Upon swallowing the poison, the victim's sense of time is warped, leaving him uncoordinated and virtually incapacitated for some hours.

GM Note: *The victim is affected for 2-4 hours. The poison must be ingested (lvl 2 attack). A RR failure of 01 -50 leaves victim at -75; 51+, victim is at -100,*

Arfandas

Arfandas is a common wild and garden flower with pale yellow blossoms. Its stems are set in a poultice or cast with other plants, such as comfrey, in the case of a fracture. Arfandas is always used fresh, since it is commonly available; its juice cannot be preserved.

GM Note: *Arfandas doubles the healing rate of fractures.*

Arkasu

This medicinal is a favorite of travelers. It is a preparation of three or four different herbs from the plains of Rhûn, in the form of a salve.

GM Note: *Arkasu is not only antiseptic, but heals 2-12 hits, and heals large open wounds at 150% of the normal speed. It acts also as a surface anesthetic, halving penalties due to pain from minor wounds.*

Arlan

This small, commonly cultivated plant has blue flowers. Its leaves are applied in a poultice to bruises

GM Note: *Arlan is useful for concussion relief. Wild arlan cures 1-6 hits, domestic 4-9 hits. The root is a decongestant which adds +20 to RRs vs. colds and speeds respiratory recovery (by 5x).*

Arlan's Supper

This white wildflower grows in woodlands. The roots are boiled, and the vapor inhaled as a decongestant. It is an ancestral form of arlan (see above) and has similar effects. Adan's slipper tends to grow around Elvish glades. Undead creatures are repulsed by the plant.

GM Note: *Vapor of arlan's slipper aids +20 to RRs vs. colds; triples speed of respiratory recovery. Undead make a -40 morale check when confronted with the herb.*

Armanumas

Armanumas is tall, with long leaves, a common garden plant, but somewhat rarer in the wild. Its leaves arc crushed or applied in a poultice; it can also be dried or made into a salve that is less effective. It is good for bruises, sprains, and pulled tendons and ligaments.

GM Note: *Armanumas doubles normal healing and reduces swelling. The salve is only 25% as effective.*

Arunya

This fiery red flower grows wild everywhere in northern Endor and is cultivated for its beauty. It is also used by healers; a juice from the roots, when drunk, causes deep sleep or unconsciousness. The juice is used in surgery and administered by the drop. It is difficult to extract and obtain; it cannot be made in the home, since doing so is an arduous, tricky process.

Athelas

This leafy herb is capable of curing most ills so long as the patient is still alive, but healing is only as effective as the healer. Full effects, say the loremasters, results from application by an "ordained lord," and the best results come from a monarch of strong will and virtue. The plant grows only where the Dúnedain live. It is treasured and commonly cultivated for its aromatic scent, if nothing else. For full effect, its leaves are crushed and placed in boiling water; wounds are bathed and the vapor inhaled. Athelas eases physical pain and mental suffering. It can cure many diseases, defeat the black breath, neutralize minor poisons, slow major poisons, and accelerate the healing of any wound.

GM Note: *Athelas triples the healing rate of any wound. Other ailments are "attacked" at the level of the healer, modified for that healer's intentions toward, and empathy for, the patient.*

Attanar

This moss grows on the banks of streams. It is applied in a poultice to reduce fever.

GM Note: *Make a RR once per hour to halve the effects of fever.*

Avhail

This hardy bush is found commonly in Saralainn and rarely in the rest of southern Eriador. The sweet yellow fruits, which resemble a small cherry, are nutritious and tasty. Regular ingestion negates the effects of dietary deficiency and mutes hunger and deprivation. The fruit is the primary ingredient of the popular and potent brandy called biotaille.

Barnaie

Barnaie is a tiny, wild, ground plant that is very common. A tea brewed from its leaves lessens the intensity of nausea and vomiting.

GM Note: *Ingesting an infusion of the leaves of the barnaie lessens the effects of nausea and vomiting by 15%.*

Blue Pine Nuts

Five seeds from the blue pine tree, common in the Trollshaws, will provide nutrition equal to a meal of preserved rations. Their taste is terrible, unless the seeds are roasted.

Boskone

Boskone is a tiny blue orchid that grows among the leaves of the tallest trees of the Old Forest and the Eryn Vorn. The flowers can be dried and ground to make a blue power which, when inhaled, stimulates the user's senses. Boskone is highly addictive and has particularly unpleasant with-drawal symptoms.

GM Note: *The user functions as though affected by an* Awareness *spell. It gives him* Awareness *for 10-20 rounds, then a severe headache (-30 to act ions) for 1-8 hours.*

Camadarch

Camadarch is a liquid poison prepared from a mushroom found in the caves of the fells of eastern Eriador and in the Underdeeps. It turns a victims skin blue over the course of a day.

GM Note: *After 24 hours, the skin's pigmentation is blue, and each external feature of the body must then make an RR or rot off in 1-10 hours.*

If mixed with alcohol, camadarch becomes camadarch acid, a contact poison that causes burnt: 1-2 "E" heat crits on the first round, 1-2 "C" crits on the third, and 1-2 "A" crits on the fifth.

CARCALEN

This cave moss, found in Creb Durga and other caves in Rhudaur, is related to the deadly gorfang of Moria. Its moist surface embodies a deadly nerve poison.

GM Note: *Victims must save against a 4th level nerve poison; vittims failing a RR by 01-50 lose feeling in, and use of, 1-2 extremities (hands and feet)for 1-100 days; with a faiture of 51-100, the nerves in the extremity are reduced to useless pulp; failure of 100+ results m death, as the victim's nerves simply dissolve into a hot, pink liquid.*

CULAN

This medicinal, imported from Far Harad, is available in a powder, or in a pre-measured dose mixed with water. A foul tasting brew, it acts as a very effective antispasmodic, halving the effects of cramp-inducing poisons and the damage from seizures and similar afflictions. Torturers of the more sophisticated sort use strong doses of it to prevent victims from injuring themselves.

DARSURION

Darsurion is a common wild and garden bush. The silver-green leaves are rubbed on the skin to relieve small bumps and bruises.

GM Note: *The herb yields concussion relief of 1-6 hits.*



Blue Pine

DELRIAN

The leaves of this common, small evergreen arc rubbed on the skin in the summer to serve as an insect repellent. They can be crushed to make a lotion. The bark of the plant makes a pleasant tasting drink.

GM Note: *Attacking insects must make RR (vs.7th lvl) or stay at least 10'away.*

ELBIN'S BASKET

This is a common flower with a pink, basket-shaped blossom. An extract from the roots yields a liquid used as a heart stimulant. The substance is difficult to extract.

GM Note: *The extract will double the speed of the drinker's actions for one round.*

ELENDIL'S SPEAR

A very rare, tall, red, spiky flower (also called Elendil's Basket or, in Blarm, Sefeern), the plant is typically found in the tundra of Forochel during the summer thaw. It is also cultivated in magically-kept gardens and sometimes thrives at high altitudes in the Misty Mountains. The root can be ground or boiled in small pieces; the resulting liquid will purify water or, when drunk, slow the effects of poison.

GM Note: *One root ground or boiled in small pieces will purify 5 gallons of liquid. Ingesting the brew will slow by a factor of 10 any effects due to poison.*

FAGHIU

This tiny blue-white flower of surpassing beauty is found only in the highest granite foothills of the northern Misty Mountains. It is said that the juice of the full-blooming petals makes a very effective love potion, if properly prepared. These tales are true: the person smitten will not harm the one that gives them the gift of the drink for a season. Instead, the victim tends to faithfully serve the newly beloved in any way short of endangering his or her own life. Those enamored of one of the opposite *sex* may go so far as to lust after their love.

GM Note: *The effect lasts 1-100 days.*

FEDUILAS

This flower, found in Dunland, is dried and smoked after the manner of pipe weed. It acts as a relaxant.

GM Note: *The user will resist vs. Mental and Essence attacks at +20 for 1-5 hours, but Agility and Quickness stats are at -10.*

FLUR RORT

This liquid is made from a Dunnish garden flower; it serves as an antidote for all nerve poisons.

GM Note: *Flur Rort is a 12th level antidote.*

GUDARION

This enchanted medicinal is composed of several rare substances, known only to the few who possess the secret recipe. Sprinkled on a wound, it will repair damaged organs, arteries, and veins. It is never sold publicly; it is prepared by only a select few Elvish healers and mannish alchemists.

GORT

This marsh plant, also known as Rivertraveller, grows wild in Dunland. It is also cultivated by the Beffraen, who use it in the ceremonies during which they choose their chiefs. The leaves of the plant are dried, crushed, and inhaled. They can be ground and prepared as a yellow powder for convenient use. The herb is quite popular around Tharbad, although its use is banned in the city. It acts as a euphoric and hallucinogen.

GM Note: *Gort adds + I 0 to user's Presence stat for 2 hrs, assuming an observer does not perceive and become offended by the individual's altered state. After the primary effect wears off, depression will set in and cause the user to be at -50 for 1-10hrs.*

HARLINDAR

Harlindar is a liquid medicinal of powdered herbs mixed with water; when drunk, it halts miscarriages. Most of the components are shade-growing herbs found in southern Eriador; a very good herbmaster is needed to dry them properly and mix them in the correct proportions.

Haruella

Haruella is a concoction of the Eriadorans of Pinnath Ceren. The formula is a deep secret, but is thought to include the lichens and aphids from certain tree roots. The shamans of the ancient Eriadorans used haruella in their infrequent dealings with the Undead. Haruella is highly prized at present as a resource against the invasion of the Barrow-downs by Wights.
GM Note: *The herb gives a + 30 to RRs versus Wights' fear, cold and draining attacks. It doubles the effectiveness of anyone* Repelling Undead.

Hiam Moss

Actually a fungus, it afflicts many of the beech trees of Rhudaur. When prepared by knowledgeable herbalists, it acts as a mood elevator and can sustain a man an entire day without other nourishment. A Ful Hiam (Hi, "Fire-heart"), a Hillmen Berserker, must regularly use the moss to keep himself alert and vigorous. Those that rely upon the moss, however, cannot use it more than four consecutive days, and then they must rest. Many folk are allergic to hiam moss.

GM Note: *During the mandatory rest after using hiam moss, the user is at a -75 to all his actions for a period equal to twice the time he was sustained by the herb. There is a 5% chance that the first-time user will suffer convulsions and death when ingesting this magical herb.*

Kelventari

Kelventari is s rare plant, found in temperate meadows and glades, bearing fruit and silver-white flowers for a very short time in summer. The juice from its berry heals severe burns. It is associated with Silvan Elves, although even they are not sure why or when this connection was made.

GM Note: *Juice from the kelventari heals third degree bums, no matter how severe, restores 1-10 hit points, and eliminates scar tissue.*

Kirtir

This spiny, thick-leaved plant grows in sandy areas along the Gwathló. The buds of the plant are dried and chewed as a stimulant Extreme overuse can cause mental disturbances and death.

GM Note: *The user's Quickness stat is raised by 10 for 1 hour, but bis Agility is at-5. After 1 hour, Constitution drops to -30 for 1-10 hours, and the user is exhausted.*

Latha

This powder, made from the crushed stems of a reed found along northern lake shores, is mixed with water and taken as a mild analgesic. It is good aeainst headaches, toothaches, and colds.

GM Note: *Latha relieves the discomfort of headaches, toothaches, and colds, giving a +10 to RRs vs. disease and healing 1-2 hits.*

Lawrim

This lichen is found in the Trollshaws and in other parts of the fells on the western side of the Misty Mountains. It causes a very hot and itchy rash within two days of skin contact. If untreated, the rash rapidly spreads, causing numbness in the afflicted skin. One cure is to bathe in the water in which pine needles have been boiled. The Hillmen have learned that lawrim, when squeezed and boiled, also makes an effective, if oily, poison, which causes shock, severe pain, and paralysis when absorbed through the skin. The Hillmen use this poison for hunting only in uttermost need; they do not consider it an honorable way of taking prey.

GM Note: *Skin left untreated after contact with the lichen develops a rash which spreads rapidly and causes numbness (activity -25) in the afflicted skin. The poison made from the lichen by Hillmen causes shock when absorbed through the skin, bringing on brief agony (activity -20) and then paralysis (activity -01 to -100) which wears off in a few (1-10) hours.*

Lemsang

Lemsang is a mushroom cultivated by the Dwarves of the Blue Mountains; a pound equals I month of preserved rations.

Lus

This low, gorse-like shrub is found mainly in Saralainn. Its mauve flowers appear in the early spring and can be distilled into a potent poison.
GM Note: *Lus is a level 4 poison. It acts in 1-12 rounds. A victim failing the RR by 51+ is killed; by 21-50 is in a coma and blinded; by 11-20 ii blind in 1-2 eyes; and by 1-10 is temporarily blinded.*

Maiana

This drug is drunk as a decongestant. Created from a mixture of plants found on the northern slopes of the Misty Mountains, it reduces the general effects of most lung afflictions, including the Red Flux. Noted in legend, wherein Gandalf the Grey brought a large bag of it to the Shire "as a personal apology from the Witch-king" in T.A. 1890.

GM Note: *Maiana cuts in half the dangerous symptoms caused by lung afflictions and respiratory disease.*

Margath

Margath is a salve, a surface anesthetic. Made entirely from cave fungi by Orcish shamans, it teplaces the pain of a wound with a steady burning sensation, a foul smell, and nightmares.

Menelar

Menelar is a spruce cone found in the northern Misty Mountain foothills; it can be brewed into a tea that cures and prevents minor infections.

GM Note; *Menelar, applied to the skin prevents (+30 RR if used beforehand) and cures (+20 after) minor infections.*

Merrig

This small shrub grows in Near Harad and around Umbar. Its thorns, when ground, make a powder that, ingested daily, increases the user's comeliness. Merrig is in common use throughout Rhudaur, and but rarely seen in neighboring Tharbad. Oddly, several local herbalists in Rood are fond of the medicinal, creating a pocket of users there,

GM Note: *Merrig increases the Presence stat by 5, while causing a mild euphoria. and an increase in confidence. The primary effect occurs after 10 days, and addiction usually results after 2 weeks (RR vs. 20th lvl with each use after 10). Interruption of use will not reverse addictive resistance, but results in the loss of the benefit. Withdrawal includes the loss of 10 from Constitution, 15 from Reasoning and Memory (or Intelligence).*

Miretar's Crown

These rare, snow-white flowers bloom only in the spring in mountain meadows. The petals are laid across an open wound and will stem *any* bleeding.

Nelthandon

Any part of this fairly common moorland plant, whether eaten or boiled and drunk, is a powerful emetic, making it a sudden and effective, if somewhat violent and messy, cure for some ingested poisons.

Numenelos

This moss grows only on the base of the White Tree of Fornost, and is therefore extraordinarily rare. It has the power of nerve regeneration and repair. It is lost to Middle-earth after T.A. 1975.

Reglen

Reglen is a fairly common moss that is dried and later brewed into a healing draught. It is much favored among professional healers in Cardolan. One of the best of the "simple" curatives, its damage restoration calms the patient and allows natural healing to begin.

GM Note: *Regilen restores 5-50 hits.*

Rumareth

This medicinal acts as a coagulant to stop minor bleeding. Its effects are sudden, but not subtle, and the user must be careful to avoid scarring. It is used effectively by the Angmarim, who brought the secret of its cheap preparation from the East.

GM Note: *Rumareth stems the bleeding from wounds up to 2 hits/rd.*

Ruthin

This rock crystal, found in caves in the Trollshaws, is prepared with herbs as a liquid suspension. Used as an ingested poison, causing the contents of the victim's stomach to turn into jagged shards of glass. There are no effects if victim's stomach *is* empty.

GM Note: *Ruthbin is a level 2 poison. A RR failure causes the contents of the victim's stomach to turn into jagged shards of glass, causing death in 6-12 rounds. No effect if the victim has not eaten in the last 6 hours.*

Sailcha

A small violet orchid that blooms in lowland Cardolan throughout the spring, Sailcha is very, and increasingly, rare. The people of Cardolan believe that its blossoms are a potent harbinger of good luck. This superstition is very ancient, believed to predate the Eriadorans.

Sailcha began to grow wild in the fields of Cardolan after the fall of the Witch-king, but was still exceedingly rare until it appeared along the Gwathló in the 30th century of the Third Age. Its renewed presence was seen as a portent of better times; Saruman the Wizard thought it an omen of his success, not realizing that the sailcha's flowering coincided with the birth of Aragorn son of Arathorn in Imladris. The resistance movements that helped drive Saruman's people out of Cardolan used sailcha as a symbol. Arwen Evenstar wore blossoms of it in her hair at her wedding in Minas Tirith in the spring of 3019, showing both her faith in omens and her good political sense.

GM Note: *Following a sighting, the flower's psychological benefits are: + 10 morale, +10 to RRs, and +5 DB for 3-1 days (until bloom withers).*



Arfandas

Sereghala

Sereghala is a paste made from fish blood, used as a less lethal contact poison in traps.

GM Note: *Sereghala is a level 1 poison. Victim's skin peals away continually for 1-100 weeks after an RR failure of 01-50; until the effects wane the victim is at -25 and has a halved Presence stat. With an RR failure of 51+, victim also bleeds through pores at a rate of 3 hits/rd whenever he moves at faster than half his base rate (a slow walk).*

Seregmor

This paste is made from a rare flower found in the Old Forest and other dark places. It acts as a blood poison. The contents of the victim's veins arc temporarily transmuted into kalirion, a black liquid which performs as imperfect blood, sustaining life but causing incapacity.

GM Note: *Seregmor is a level 1 blood poison. It causes the mental stats (MERP stats: IG, IT, PR;* RM *temporary stats: Em, In, Me, Pr, Re) to fall by 50, but to no less than 1. 1-10 hours after the attack, the black-skinned victim returns to normal, but the stats rise back at a rate of only 1 per day.*

Sha

This is a water lily found in the bogs of the Ettendales. When the petals are dried, powdered, and swallowed, they give the user several rounds of powerful night vision, though at a high cose four or five days of severe intestinal cramps and diarrhea will follow.

GM Note: *The user will be able to see 300' in all but utter darkness for 1-5 rounds; his subsequent affliction penalizes his actions by -25 until he recovers.*

Silaren

This medicinal is prepared from the juice of a weedy plant found in open country across Eriador. Diluted in water, it acts as a powerful analgesic, reducing the general effects of intense pain. Its side effect is drowsiness.

GM Note: *Silaren acts as a powerful analgesic, quartering the effects of intense pain. Its side effect, drowsiness, gives the user a -10 penalty to Intuition and Agility bonuses for 4-5 hours.*

Sindoluin

Smdoluin is a small blue flower, found in grassy, sandy soils. Through a complicated process, Eriadoran healers can manufacture an anti-coagulant from this plant.

GM Note: *Wounds of up to 3 hits/rd bleeding can be closed by sindoluin.*

Shimmer Sprig

A lovely, shiny, green moss, found only around certain spring seepages in northern woodlands, sprig gives the ingester visions of natural activity in the surrounding area. It allows him to pick out non-natural activity by default. There is a chance that the sprig-chewer will be overwhelmed by the wonders of nature, the most severe of the effects possible being a state of continual distraction due to flying birds, stinging gnats, attacking wolves, and so on. Rangers and Silvan Elves sometimes convince uninitiated comrades to "chew sprig" as a practical joke.

GM Note: *The range for the visions is 1 mile per level of the user. Observing non-natural activity is a Medium Perception maneuver. An RR must be made each round the sprigs are chewed: if the chewer fails (1% chance failure per round used; i.e, after 1 rnd there is a 1% chance failure, but after 5 rnds. there is a 5% chance), he will be overwhelmed by the wonders of nature, falling into a drooling stupor for one rnd per 10% of failure, and forgetting 70% of what he has seen. If he fails by +51 or more, the chewer will suffer these effects plus a quasi-religious experience. He will be infatuated with nature for 1-100 days, continually distracted by the birds as they fly, the gnats as they sting, and by the utter beauty of the wolves attacking bis horse.*

Suranie

These berries grow only in damp herb gardens, as the plant is not native to Eriador. Suranie acts as the equivalent of smelling salts: the berries relieve fainting

GM Note *1 round of stun relief per berry.*

TARTIELLA

A swamp weed found in the Swanfleet Marshes and elsewhere along the Gwathló, this plant is dried and smoked as a euphoric relaxant

GM Note: *All of the user's stats drop by 10 for 1-10 hours, and all his attack and spill bonuses will he at -40, but he is very happy. After 2-5 uses, the imbiber will begin to develop a resistance and need a larger dose; more than 2 doses in a three day period will begin to produce withdrawal symptoms such as headaches, chills, and nausea. A purified drug made from this plant, Tartec, will drop stats by -20 for 2-15 hours and reduce the user's Intelligence by 1 point per dose.*

TELDAUON

A poultice of the bark of this uncommon tree reduces inflammation.

GM Note: +30 *versus injection; one day's healing occurs in 1 hour.*

TEMSANC

The mild essence of a garden mushroom, this medicinal *is* used to exaggerate the effects of alcoholic beverages. Undetectable when dissolved in liquor, it accelerates the onset of drunkenness and increases the subsequent effects.

GM Note: *Temsanc is a level 4 medicinal. When used with alcohol, drunkeness arrives 3x as fast as normal Staggering, violence, and exuberance as 3x as severe.*

TULUXAR

This healer's herb, extremely potent, is found only in medicinal gardens. The leaves are a stypic; they stop bleeding by contracting the blood vessels. If the healer is not careful in the application of other medicinals, the closure of the blood vessels can cause loss of a limb or an organ or even death.

GM Note: *The bleeding from any-wound may be stemmed, the effect occurring 1-10 rounds after ingestion by the patient. Other medicinals must he used alongside Tulaxar to prevent limb-loss, organ-death, or death of the patient.*

UL-NAZA

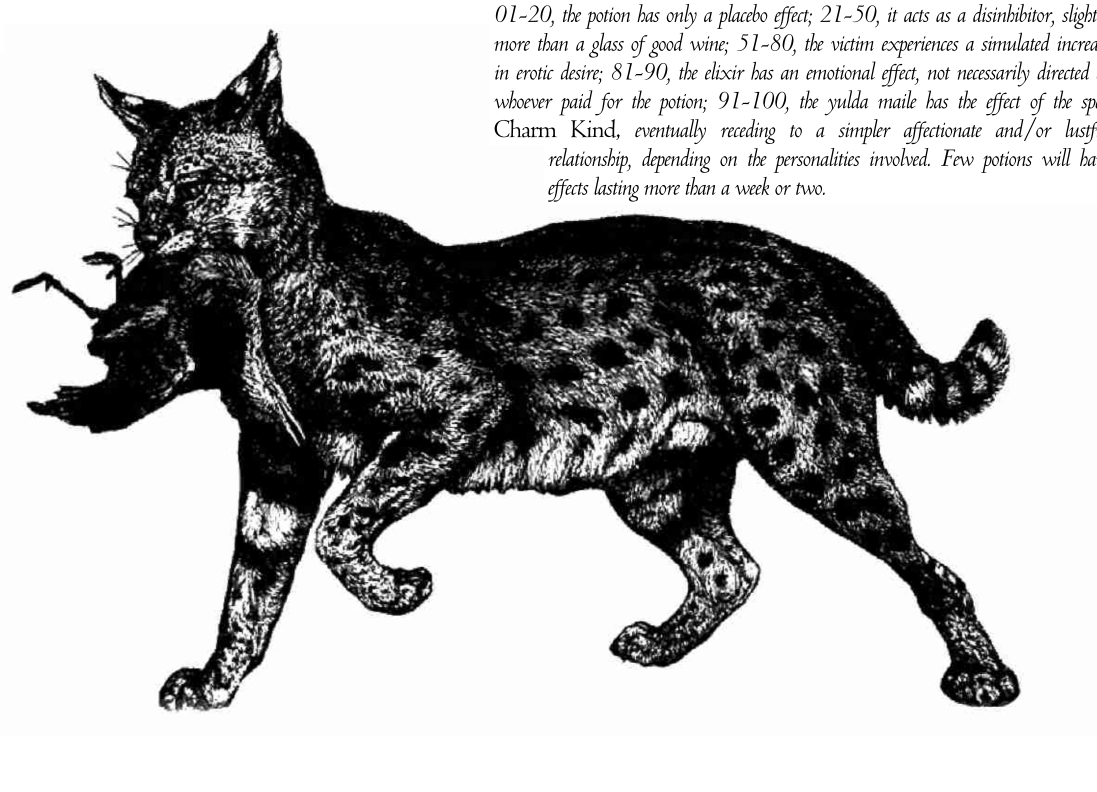
This extraordinarily rare leaf, said to grow only in a wasteland where a Vala has walked, will cure any poison if chewed. It is brought into Eriador from the distant East, typically by the Witch-king's elite messengers and supply caravans.

WITCH HAZEL

An extract from this common plant yields an astringent lotion, reducing the pain of small cuts and relieving muscle aches.

GM Note: *Witch hazel reduces hit point less from minor wounds by 1 pt/rd. It also gives a +10 bonus to resistance against infection and relieves muscle aches.*

Spotted Lion



WATERS OF FIRE

Actually an acid produced in certain hot springs, it can be kept for limited time in special containers and thrown at a foe.

GM Note: *Failed RR (lvl 3 poison) by 01-50 is treated as the equivalent of a +50* Fireball *attack, with the results of the heat critical described as acid bums. Failure of 51+ results in a +100* Fireball *attack.*

WELWAL

A leaf that can be placed in the mouth before a battle, it rapidly brings a stunned fighter back to normal alertness. Professional boxers and wrestlers are checked for welwal and similar herbs before a match.

GM Note: *one leaf relieves 2 rnds. of stun.*

WHITE-BERRIED YEW

This is a common shrub in the woods of Rhudaur. When ripe, its berries can cause a swift and painless death. In past days, those dishonored in some way used the fruit to commit suicide. If not ripe, the ingested berries cause merely vomiting.

GM Note: *Death in 1-10 rnds.*

WORLCLIVUR

Worlclivur is a paste made from a rare flowering lichen found along the ocean shores of Eriador. It is used as a contact or blade poison.

GM Note: *Level 2 poison. The victim failing an RR by 01-30 is blinded in 1 eye (and at -50) for 1-100 minutes; a victim failing by 31-60 is subject to random eye spasms for 1-100 days (on any roll of 01-25, victim's eyes flutter for 1-10 rounds, during which he is at -75); a victim failing by 61+ is blind in both eyes (-100) for 1-100 weeks. Raw flower juice is only a (lvl 1)poison; all effects are halved in duration, and all penalties are 25% less severe.*

YULDAR MAILE

Yuldar maile is a general Sinda term for potions of love, most made from obscure herbal recipes. The dozen or so love philters used by alchemists in Eriador have a range of effects—from a lack of inhibition similar to the result of imbibing fine wine to a strong (but temporary) affection for the first person seen after swallowing the philter. Only an intensely magical potion will have effects lasting more than a few weeks. The use of love potions is taken quite seriously by the authorities in Arthedain and Cardolan, and can result in murderous vendettas by the family and friends of the victim, whatever the intentions of the user.

GM Note: *The range of effects depend upon the degree of failure in the victim's RR: 01-20, the potion has only a placebo effect; 21-50, it acts as a disinhibitor, slightly more than a glass of good wine; 51-80, the victim experiences a simulated increase in erotic desire; 81-90, the elixir has an emotional effect, not necessarily directed at whoever paid for the potion; 91-100, the yulda maile has the effect of the spell* Charm Kind, *eventually receding to a simpler affectionate and/or lustful relationship, depending on the personalities involved. Few potions will have effects lasting more than a week or two.*

20.3 BEASTS OF ERIADOR

An overview of the animals common to Eriador was provided in Section 5.2. The following material covers specific species in more depth. Should adventurers encounter wolves or losrandir or the fearsome chatmoig, this appendix provides GMs with the behavior patterns and attack modes (if any) of the beast involved.

20.3.1 PREDATORS

WOLVES

An old Eriadoran saying is: "Worry about the wolf that you don't see." The predator of note in Eriador is the wolf; encounters with any others will be rare in comparison. The common wolf throughout northern Endor is the grey wolf, called the degmurg in Rhudaur and the timber wolf in the forests of Numeriador and the scattered woods of the upland. The red wolf, a slightly larger and substantially more aggressive sub-species of the common wolf, is the dominant form in southern Cardolan and beyond the Gwathló.

True wolves are basically large dogs; a few of any species tend to be born white-grey or black. They will generally be found in packs of about a dozen mature adults. They are vicious and intelligent hunters, tireless in the chase, and, under the malign influence of Angmar, prone to kill simply for sport. Their primary prey is sheep, but wolves in the time of the Plague have lost their feat of Men and will readily attack lone individuals or small groups. They do, however, fear the sheep-hounds of Eriador, bred and trained specifically to fight and kill them. The dire wolf of the forested edge of Forochel and other northern realms of Endor is a larger variety of the wolf. It weighs as much as a man and has never, as a species, been completely cured of Man-hunting. It was deliberately exterminated in Arnor for that reason.

WAR-WOLVES

The war-wolves, or great wolves, called degmoig by the Hillmen and wargs by many in Cardolan, are not common in the wild. Bred from dire wolves by servants of Morgoth in the Elder Days, they appear, when not acting as mounts for Orcish raiders, to be simply overlarge wolves. However, war-wolves are bolder and more cunning, and some can speak a debased form of Westron. Most serve the purposes of the Witch-king of Angmar, either directly or indirectly.

WARGS

True wargs, the Hillmen's deglich or ghost wolf, called also in Arthedain Demon-wolves or Wolves of Sauron, appear to be large war-wolves, but are in truth undead creations of powerful evil magic. They will act only on dark nights when their trait of dissolving if killed will not be easily revealed. The Witch-king has found little need to send wargs to Cardolan in numbers since the fall of Amon Sûl in T.A. 1409; they routinely lead raids of war-wolves into Arthedain as part of the Witch-king's war on the realm's economic base, striking at its herds and flocks, Wargs act occasionally as messengers and servants for agents of Angmar, and a few of them lead wolf packs to protect the line of communications between Angmar and the Warlord Ardagor's forces in Minhiriath.

BEARS

These big predators, the largest in Eriador aside from the chatmoig (see below), eat plants and will scavenge from other's kills when they can; however, they are quite capable of making solitary kills when stirred by hunger. Folk in Eriador, especially the Lossoth and Northmen, have an almost cultic obsession with hunting bears; it is thought to be the ultimate test of a man's prowess as a warrior. News of bear spoor will gather reclusive Northmen from a large area to join the hunt.

The shy, man-sized black bear is unusual in Cardolan, but quite common in the rest of Eriador. The southern climate is a little warm for the bears' taste, but the main factor in their scarcity is mannish. They are routinely hunted for the minor danger they present to livestock and simply because they are good to eat. They consume more plants then the rest of their kin, and represent little threat to men.

Brown bears, called by the Hillmen the barg-dign or "little bear," nonetheless often weigh 300 pounds and stand as tall as a man. Found only in Rhudaur, they are more territorial and hence more dangerous then the their darker cousins from the lowlands.

The cave bear, also called batg-moigh or "great bear" by Hillmen, leads a solitary existence in the many natural caves of the Highlands of Rhudaur and on the flanks of the Misty Mountains as far as Calenardhon. The black-pelted cave bear measures two to three feet taller and weighs twice as much as the smaller brown bear. They have little fear of Men, and it is considered unwise—even when caught in a driving rainstorm or a sudden blizzard—to risk entering a cave that might be the den of a barg-moigh.

CHATMOIG

The high hills of Rhudaur and Eregion are home to the extremely rare chatmoig, a large grey cat with huge forequarters and great fangs. The biggest of the species measure 6 feet at the shoulder. The chatmoig is the only natural creature truly feared by the Hillmen, as it is said to be supernaturally intelligent. Some clans participate in religious ceremonies centered on the great cat, which provides the core of many Hillman hunting myths.

GAICH

The primary small predator in Rhudaur is a large fox named the gaich or "changer"; its pelt is black in summer and white in winter. Scavenging and cleaning up after the gaich is the chief work of the many flocks of crows and gorcrows (crebain) that abound in almost every part of central and eastern Rhudaur.

GIANT EAGLES

The Giant Eagles dwell in both the Misty Mountains and the Blue, but are infrequent visitors to the rest of Eriador. They are wary of Men, and not without cause; the noble avians are not averse to some occasional mutton, and they are not thought of as friends by most farmers. The Eagles rarely intervene in the affairs of Men in Eriador. The lack of safe nesting places keeps them away from the important centers of population, and they seem to see these lands to as the responsibility of the remaining Noldo Elves.

GLUTAN

The dreadful glutani (sing. glutan) are found all over Eriador, but the largest concentration of them is found in western Minhiriath. They are solitary, black-furred beasts shaped like large badgers. The glutan is unbelievably quick and fierce, and possesses a marked predilection for battle. They have been known to attack large groups of armed men without the slightest provocation, fighting to the death even if escape is easily available.

MADRATINE

The madratine is a small cat-like fox found all across Eriador west of the foothills of the Hithaeglir and away from the coastline. The creature's white mask and ears standout in sharp relief to its reddish brown fur. Madratine are very shy.

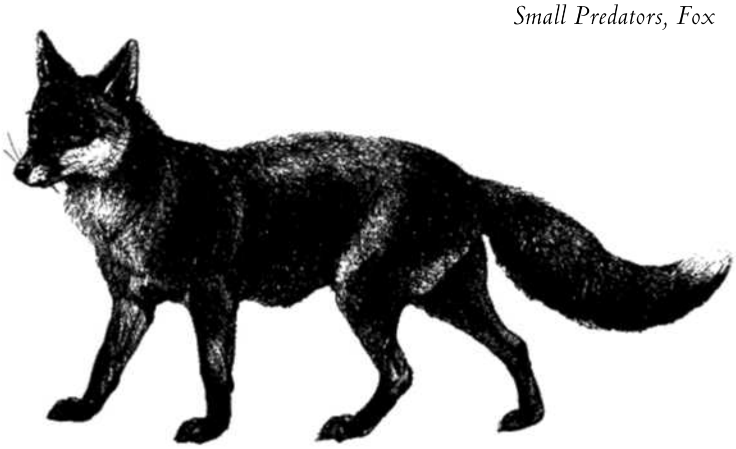
SPOTTED LION

Spotted lions get their name from the black speckles on their almost white underbellies; the rest of their coat is a burnt orange color. Although quite rare, due to hunting, they amazingly still range throughout Cardolan. The lions are not evil creatures; while they are extremely cunning, they are not capable of speech. Their feud with the wolves is old and bitter and has probably contributed to their decline more than the efforts of men. Spotted lions live in small family groups, keeping lairs in trees and caves. They prefer to hunt deer, but sheep will do. Spotted lions kill men only in self-defense.

SMALL PREDATORS

Smaller and rarer hunters are found all over Eriador. Although the inattentive villager may never see one more than once or twice in save in his life. Ferrets, lynxes, raccoons, red foxes, skunks, and weasels are found throughout the country and are occasionally domesticated. White foxes are common along the edge of the Forodwaith. Otters, river minks, and fishers are found only rarely in the streams of the north and the mountains, as they are prized for their pelts and have been extensively hunted and trapped.

Small Predators, Fox



20.3.2 HERBIVORES

ASTABANHE

The astabanhe, or pronghorn, is an antelope-like creature found mainly in the Pinnath Ceren and the Girithlin highlands. Astabanheli stand about 4' tall; a dull yellow in color with a loud white rump and short black horns that give them their name. Pronghorns travel in small herds and are inquisitive, but they are quick to flee.

AUROCH

Wild cattle or kine, aurych (sing. auroch) are the ancestors of the domestic cows of western Endor. Most of those found in Eriadot are feral descendants of animals scattered during the wars. All are homed, and the bulls can be dangerous when confronted.

BOAR

These are fierce wild pigs, the ancestors of the domestic pig. Active nocturnally in settled lands, boars frequent wooded and brushy country all over Eriador. They live on succulent plants and roots, and any small animals or fresh carrion they find or catch. They are generally found in large packs. The adults males defend the perimeter of the pack against all enemies, real or imagined. The primary concern of boars is finding food, and most creatures are wise enough to get out of their way. They are temperamental and extraordinarily dangerous when alarmed. Agile, quick and aggressive, an angry boar will take on anything and strike with hooves and tusks until its enemy is slain and trampled. They tend to shrug off most injuries and will tun right up a spear to get at the man wielding it. Boar-spears, especially designed for these animals, have a heavy head and a cross-bar somewhat down the shaft to prevent this occurrence.

Hunted all over Eriador, boars, like some of the larger predators, tend to be the special prey of the nobility, who have the equipment and horses needed to hunt them safely. This has caused part of the problem the Shire Hobbits have with House Tarma, as the Tarma knights prefer to conserve the population of Boar in their area for future meat and exercise. The Hobbits, half the size of the local Dúnedain and much more prone to nosing about in the brushy areas where boars lair, go to great lengths to kill all the boar found around their villages, by traps, snares, or poison. They regard the "sport" hunting of the nobles with contempt and anger.

DEER

Deer are the most common grazing animal in the forests and wooded vales of Eriador, and venison from any of the varieties of deer is considered elegant fare on any table. The red deer of Arthedain, avenging 4' at the shoulder, will graze or browse at night and is normally found in twos or threes. The smaller dappled deer of northern and eastern Eriador feeds on shrubs and broad-leafed trees; the male or "buck" of this breed marks his territory by scratching the bark *off* trees, and the King's Rangers use variations on these scratches to mark their own trails. Another little deer, the fiara is the most common wild herbivore in Cardolan, being able to thrive on the scant grasses. Fiara roam in small groups of four or five does and a buck. They are extremely timid.

In the woodlands, the horse-sized caru or elk is rarer than other deer, but still common; and the losrandir or reindeer of Forochel and Rhudaur strays south onto the En Eredoriath in severe winters. Larger than an elk, the nimfiara (S. "White Hart") is found deep within the Old Forest and the Eryn Vorn. Its pelt is prized for fine garments, and a potion made from its horn is said, incorrectly, to retard aging. Very wily, the white hart will put up a good fight when finally cornered. Hunting the nimfiara in Cardolan was once reserved only for the High Dúnedain, but there ate now few of either left.

FRUNT

The bogs of the Ettendales are the home of these bizarre creatures. Five foot long black salamanders with red feathery gills, they devour water plants and spend most of their time buried deep in the mud. The Hillmen consider them to be a terrible omen of bad luck and try to avoid them, but others have repotted that their flesh is most tasty.

GORAL

Goral are a wild golden, bighorn sheep found exclusively in the downs of the Eriadoran upland. Solitary and intractable, they have nonetheless been very profitably interbred with Cardolan's domestic sheep,

GOLODO

A golodo is a moderately large flightless bird, rather like a large goose on stilts. Golodos gather in large flocks during the breeding season in early summer, traveling in small groups during the rest of the year. Golodos immediately flee the scent of any predator with surprising, if ungainly, speed, except during the nesting season when they will bravely defend their eggs. Golodos enjoy the taste of meat, but since the birds are poor hunters they will eat anything.

LOSRANDIR

In their homeland in Rhudaur, these reindeer (Hi. "Feithan") have stricter habits then the other deer of Eriador. They stand a little more than 4' high at the shoulder and, with the exceptions of their thick fur and small mossy antlers, look much like the other deer of the western country.

Losrandir migrate to the Rhudauran Highlands in the spring, gathering in great herds that crowd an acre of ground. They bear their calves in the late spring. Later, as the heavy snows begin, they retreat to the woodlands of the Trollshaws in groups of about twelve.

Losrandir have very sharp hooves for breaking through the snow to find food in winter. These hooves are their prime defense; both buck and doe rear up and use them with skill. Doe antlers remain rather soft year-round, while buck antlers harden enough to be useful only in the early winter, which is rutting season. Losrandir generally eat only sinblas, the grey grass of Rhudaur, surviving on this scant fare. In particularly hard winters, Losrandir eat brush and the bark of trees.

As a rule, stronger bucks patrol the edge of the herd to ward off predators. In smaller groups, Losrandir rely on their quickness and stamina in the deep snows; they can make brief, impressive bursts of speed. If need be, bucks will sortie out to attack, and as a last resort, losrandir form a close cluster defended on all sides by flashing hooves. These tactics work well enough against wolves and bears, but are of little use against determined mannish hunters; the feithan are the primary food and hide source of the Hillmen.

Small Mammals

The most common rodent on the plains of Eriador is the cunara, a gopher, closely followed by the rabbit or coney. The cunara of Eriador resemble big stout rats and live mainly on grass roots. On the plains they are a major nuisance, because they live in large colonies of interlocking burrows. Their entry holes here rise about a foot from ground level, but their tunnels run very close to the surface. Cunara holes cannot be easily detected by sheep, horses, or men, leading to many broken legs.

The rabbits, who prefer shallower but more sheltered burrows, favor the tangled nooks and crannies of the grasslands, where they can occasionally be found concentrated in large warrens. In the more rugged hills, the gophers and rabbits are scattered, living in small burrows dug out of the thin soil. Enormous but seldom visible numbers of them share the woodlands with squirrels, ground squirrels, and field mice—chipmunks and voles to the Hobbits—and the slightly larger but less common opossum, hedgehog, and pawtunc or woodchuck.

These small plant and seed eaters form the base of the food chain for the carnivores of Eriador, and the poorer Men and all the Hobbits find them a ready and tasty food source as well. Beaver are quite rare in Eriador because their pelts make excellent leather for outer garments. Porcupine and their smaller relative, the hedgehog ate also present, although the first of these tends to girdle and kill trees and has therefore been exterminated as a nuisance in Arthedain.

20.3.3 DOMESTIC ANIMALS

Cattle

Cattle are also called kine (and by some aurych, correctly the name for their feral cousins). Domestic kine, introduced originally from Rhovanion and Gondor, have been around for thousands of years, but Eriadoran farmers are a conservative bunch. Cattle have never threatened the position of sheep as the dominant herd animal on this side of the Misty Mountains. All kine in Endor have long horns and short-haired hides that make fine leather. Their meat ("beef) is considered a richer meal than mutton.

Goats

Goats, leaner and more temperamental then sheep, can eat almost any plant and therefore are grazed where sheep and cattle would starve. Their milk has a distinctive flavor; it provides aromatic cheeses for the discerning palate and can be distilled into a fierce highland liquor called coussa or banaful (Hi. "white-fire")

Pigs

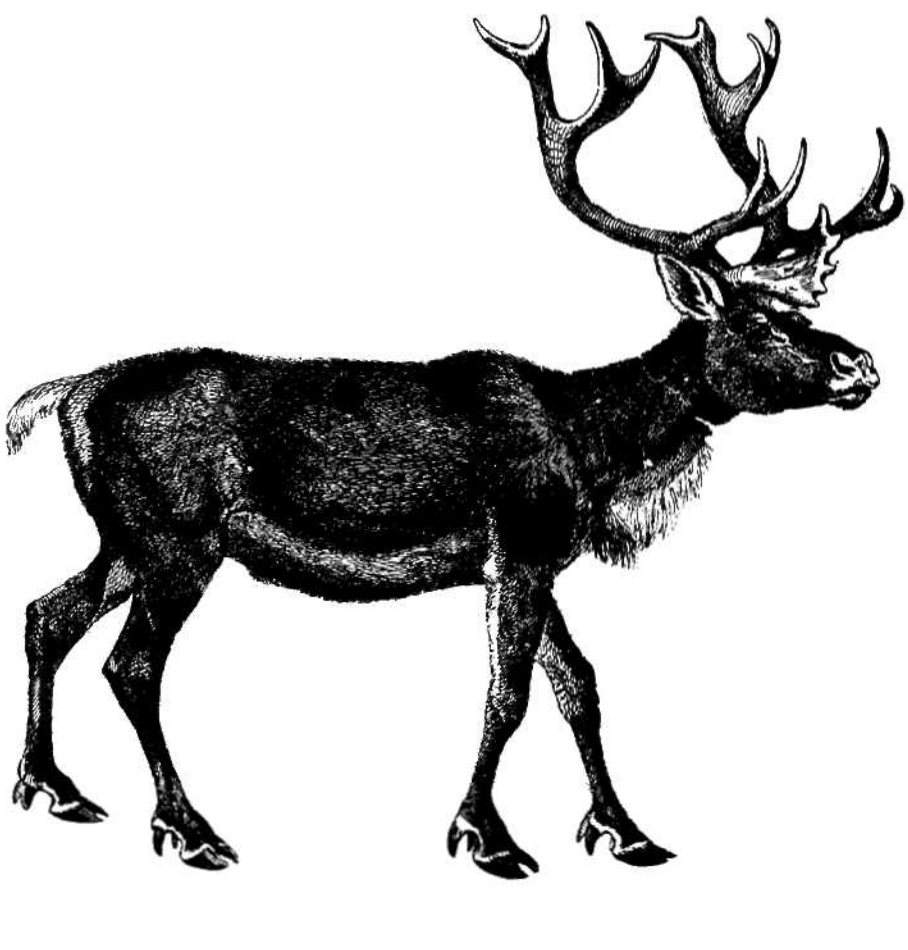
Pigs, actually semi-domesticated boars, are not uncommon in Eriador, but they remain very nasty creatures; they are tolerated on farms and in towns for their ability to eat garbage and keep the streets clean. Hobbits, less able to bully surly farm animals, detest pigs, but are breeding some down to a reasonable size.

Sheep

The Men of Eriador keep many beasts, but not a great variety of them. The most important of these are sheep, especially in Cardolan. There are two important breeds. The common sheep is relatively small and delicate, producing vast amounts of brown and white wool and fine meat ("mutton"). These sheep are incapable of surviving in the increasingly wild lands without the protection sheep dogs and shepherds.

A sturdier breed, the harbdo, was created by crossing the wild goral with common sheep. The result is a lot less wool and less tasty mutton, but also an animal that will survive unprotected in most areas. Harbdo have grown increasingly prevalent over the past few centuries and are the dominant breed in northern Arthedain.

Losrandir



Barnyard Animals

There are a few varieties of smaller, "barnyard" animals in Eriador. The most common is the chicken, found in red, white, and black varieties. The Hobbits, who used to clip the wings of migrant geese on the Anduin flyway to keep them hand)' for later butchering, keep large flocks of domestic waterfowl now, but they have yet to convince Men of the virtues of tame ducks, geese, and pigeons. Eriadorans may keep a few coneys in pens for meat and soft leather. Rats are so common in mannish dwellings that they should probably also be counted among the domestic animals. Hungry men, and every war produces such in Eriador, find them chewy but quite edible.

20.3.4 DOGS

Dogs are popular among the Men of Eriador, especially among shepherds and the Dúnedain. The prime breed is the sheep hound, a large, short-muzzled, long-haired dog. The sheep hound is very loyal, intelligent, and fierce. If equipped with a stout armored collar, one sheep hound is a match for two or three wolves. The Dúnedain also use them for hunting and as guard dogs, although they aren't aggressive enough to serve as true war-dogs. A smaller breed is often seen as the pet of women and children.

The Dunmen's dog is possessed only by the tribal Dunlendings. It looks like a large toy dog, and a similar breed is owned as such in Gondor. In Dunfearan, they are sometimes used as guards or for pack-hunting, of which they are marginally capable. Most Dunnish dogs end up in the stewpot; indeed, they seem to have been bred to be the correct size for a large family meal.

True wolfhounds—looking somewhat like the sheep hound, but leaner and incorporating, ironically, some wolf blood—are also found in Eriador. They are used as hunting dogs by the nobility and trained to accompany Rangers.

HUENDRAUG ARAN

The royal wolfhounds of the King of Arthedain are the largest and most powerful in Endor. Long-haired and long-limbed, with enormous heads and feet, each standing 3' plus at the shoulder, they were originally bred and trained from stock belonging to the Elves and Edain specifically to kill wargs and wolves. The dogs serve with the Royal Guard and the King's Rangers, although the Crown routinely gives away the excess males in a litter as prestigious gifts to its supporters. On the rare occasions that the Angmarim capture a huandraug aran, it is accorded a battle to the death in an arena, pitted against the Witch-king's finest war-wolves.

HUENDRAUG GELYDH

Rarely among the royal hounds, the ancient blood-lines run absolutely true, and the beast shows the exceptional intelligence and strength of its ancestors—some of whom were reputed to have come from the Undying Lands with the Noldor. Picked out of a litter at an early age by experienced kennel-masters, these elite hounds are granted as personal companions or pets to favored royals and selected friends of the Crown. Some-what empathic, they show almost mannish sensibilities and can understand mannish tongues. (The singular form of the Sindarin term is huandraug golodh.)

20.3.5 REPTILES

COIREAL

The coireal is a tiny (three to six inches) snake of the deep woods. It has yellow rings on a black background. The coireal is happy to hunt large insects and should be left alone, for its venom is highly potent.

LAND TORTOISES

These were once common in the Gwathló basin, but they were hunted to extinction as the mannish population increased. Preserved by interested nobles in more affluent days, a few may still be found along watercourses in central Saralainn. They are very slow and inoffensive, five feet long and three high, weighing up to three hundred pounds.

NATHAIR

This plains snake is found throughout Cardolan in watered areas, as far north as the Barrow-downs, The nathair (pl. nethairin) grows up to six feet long with creamy-colored scales. Nathairin anger quickly and will fight rather than flee once annoyed. A smaller variety, the nathair ardor (pl. nethairin crdyr) favors rocky terrain all across northern Eriador, but its venom is much weaker.

NATHRACH

The nathrach is an aquatic snake found in the marshes and pools of Cardolan. It is rusty in color with broad bright brown bands, and ranges in size from three to five feet long. It venom is mild, designed to stun the small rodent upon which it feeds before enveloping and crushing its prey. The arnathrach is a much larger cousin that inhabits the brackish waters near the coasts.

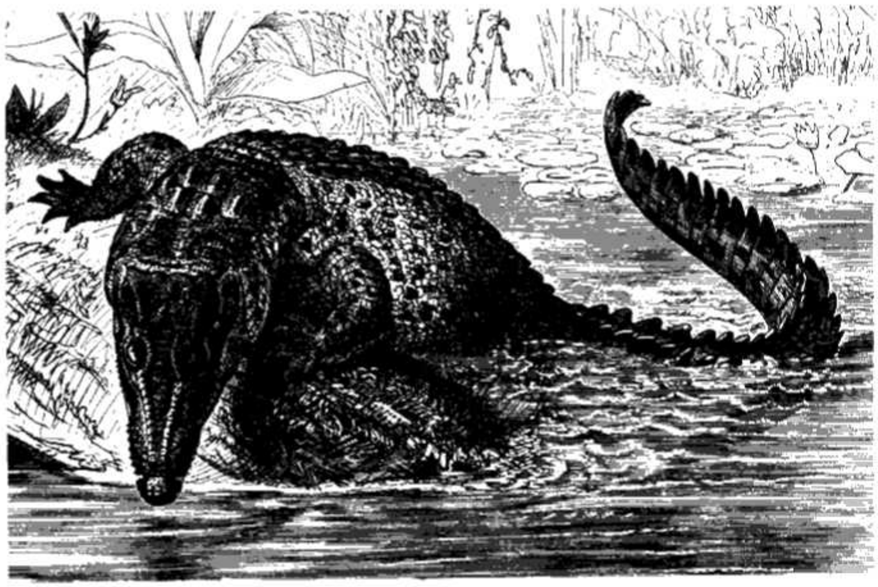
ROCK VIPER

The rock viper is a very small serpent, related to the coireal. This small (1' long) but potent snake inhabits downs and hills, and likes to sun itself on rocks.

SEA CROCODILES

The fish-eating crocodiles of the Gwathló are inoffensive when let alone, but the same cannot be said of their larger cousins. The sea crocodiles are uncommon, fortunately, for they resemble a Fell Beast without wings. They are prone to attack smaller ships, seeking to puncture hulls with their mighty jaws, then waiting for the ship to founder. Sea crocodiles are thought to nest on the rocky coast of the Rast Vorn, and if it were not for the rugged ness of that breeding ground they would have been hunted out long ago.

Sea Crocodile



SHAKING ASP

The only dangerous reptile in Rhudaur, this is a common small grey snake with potent venom. Its only virtue is the rings of heavy loose scales about the head that give off a distinctive noise when the serpent writhes in surprise or prepares to strike.

20.3.6 DRAFT AND TRANSPORT ANIMALS

OX

Male cattle are castrated at a young age (as are most male farm animals, to make them manageable and to control breeding). The largest and healthiest of them are used as oxen to pull plows, carts, and other heavy machinery. Since only the wealthy can afford to own horses, the ox is the basic draft animal in Middle-earth. "Putting the yoke on" is a common expression for getting married or starting any strenuous group endeavor; asking a peasant farmer about the quality of his ox-team is the best way to start a conversation or a friendship.

The Hobbits in their ancient homeland kept almost no domestic animals, but they began acquiring them as soon as they came to Eriador. The Shire Hobbits were the first to own enough land to make draft animals practical; they are currently, breeding ponies and small oxen for that purpose, although custom ox-and-plow teams owned by Men will be getting a share of their crops and cash for generations to come.

HORSE

The horse was kept as an expensive riding and meat animal in ancient Eriador and Númenor, but neither of these cultures used cavalry on any great scale. Gondor lost that option as its armies began dealing with mounted Easterlings and Haradrim in the 6th century of the Third Age. Good, short-haired Haradaic mid-horses, usable by chain-mail clad medium cavalry, were imported into Amor around 650 T.A. by Northmen who'd fought as mercenaries for Gondor.

Fast and reliable transportation has always been crucial to the northern Dúnedain in their wide, thinly-populated lands, and a hairy, rugged Easterling breed soon followed the Haradaic one through the Gap of Calenardhon. Most of the Northman mounted clans soon migrated into the east to become the plains tribes known as the Eothraim, but several useful varieties of horses were already being bred in Eriador. Eventually, when animals of sufficient size and strength were available, heavy cavalry became a mainstay of the Arnorian army, and the mounted knight the standard battle role of the Dúnadan nobility.

Several new breeds of horse had to be created to fill the various roles expected in the changing Arnorian society. The hairy short-horse, closest to the Easterling animals in size, are quite fast and cold-tolerant and used for general riding and light cavalry duties. The hairy mid-horse, bigger and tougher, has more of the Haradaic blood in it, and serves as a riding and draft animal for the Dúnedain and as a medium cavalry mount. The Great Horse, strong enough to carry a Dúnadan knight in plate mail, is expensive to breed and maintain. These noble beasts are very big; they must be, in order to carry a 7' tall man wearing a chain hauberk or half-plate with full equipment. They are often roan or black in color.

In addition to these standard animals, there are the ararech, or Elvish horses, in Lindon and around Rivendell. Most Elves, however, ride the nimroch, a variation of the hairy mid-horse with a touch of araroch blood to improve the breed. The so-called pony of Eriador is actually a small, stiff-maned horse. Notorious for being ill-tempered and hard to ride, ponies do seem to be mellowing after centuries of domestication, and are used by both Hobbits and Dwarves.



Land Tortoises

20.4 THE MAPS

The boundaries of the states and nations of Eriador shifted considerably across the millenia. The following maps give the GM an overview of the region at different points in history.

Two of the maps (The Shire, circa T.A. 3018, and Arthedain, circa T. A. 900-T.A. 1974) have numbers indicating the locations of specific sites. The keys below give the site names to which the numbers correspond.

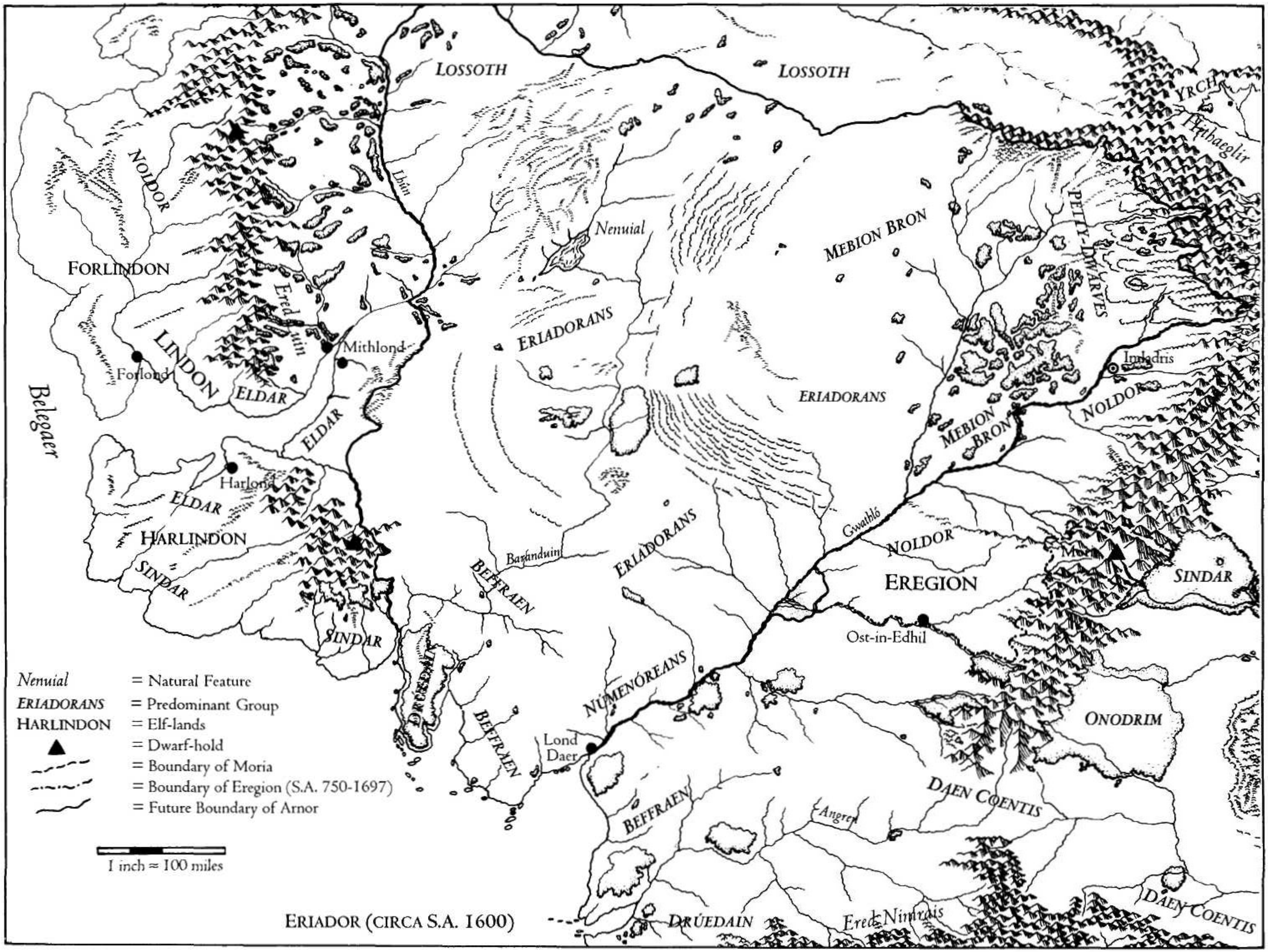
Arthedain Map Key
(Page 412)

1. Annúminas.
2, Nan Turnath.
3. Rood (Ruaduin).
4. Siragalë,
5. Mich Hollow.
6. Wood Junction.
7. Buhr Sachem.
8. Baranduin Bridge.
9. Sarn Athrad (Iach Sarn).
10. Bree.
11. Fornost & the North Downs.
12. Tower of Amon Sûl
13. Tyrn Gorthad.
14. Dol Tinarë.
15. Metraith.
16. Minhiriath.
17. Tharbad.
18. Mindoliriel.
19. Tyrn Hyarmen.
20. Eredoriath.
21. Angmar,
22. Rhudaur,
23. The Angle (En Egladil).
24. The Last Bridge.
25. Rivendell. (Imladris)
26. Misty Passes.
27. Bruinen Fells.
28. Hollin (Eregion).
29. Khazad-dum.
30. The Redhorn Pass.
31. The Anduin Vales.
32. Lórien.

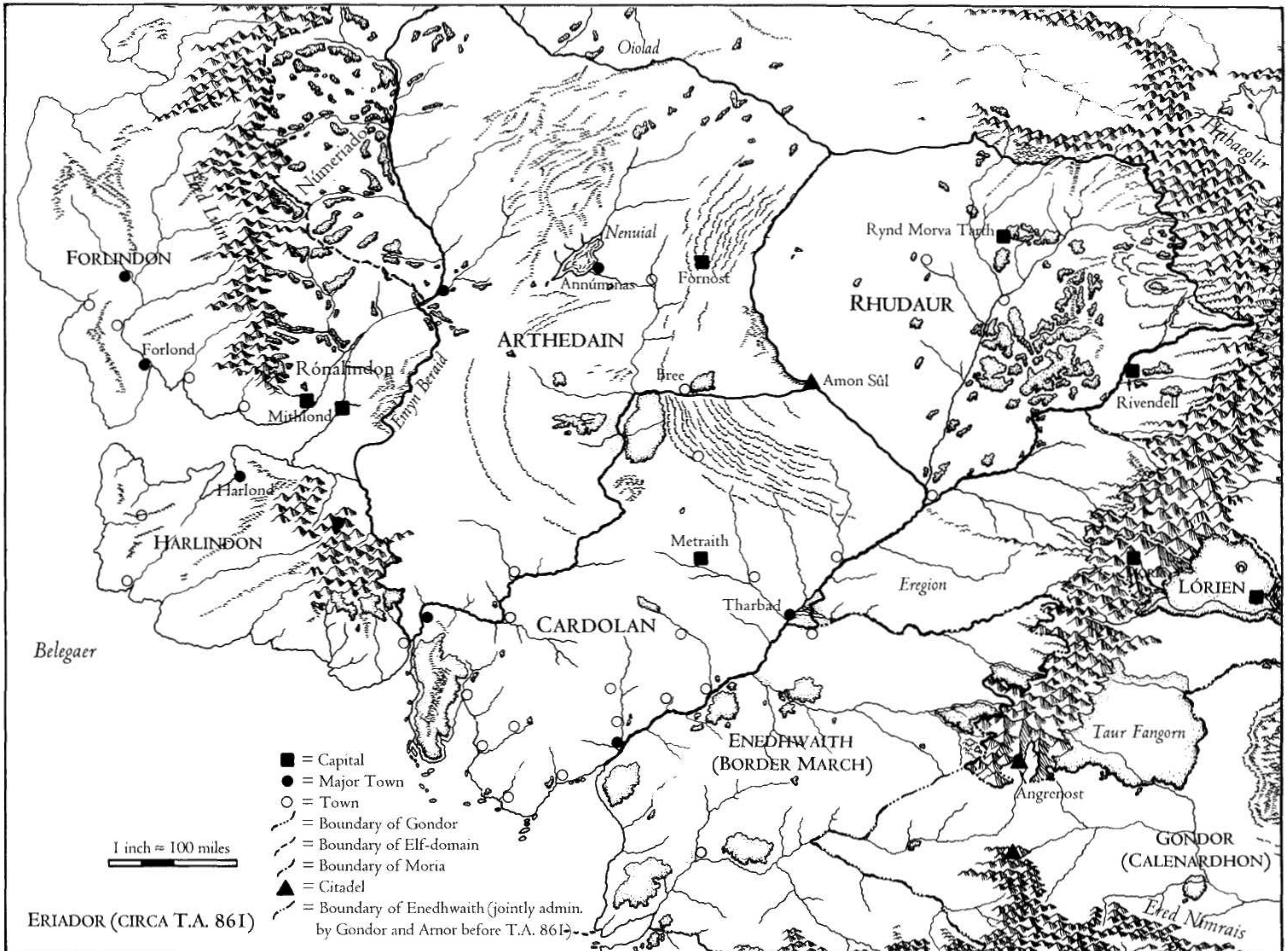
Shire Map Key

(Page 414)

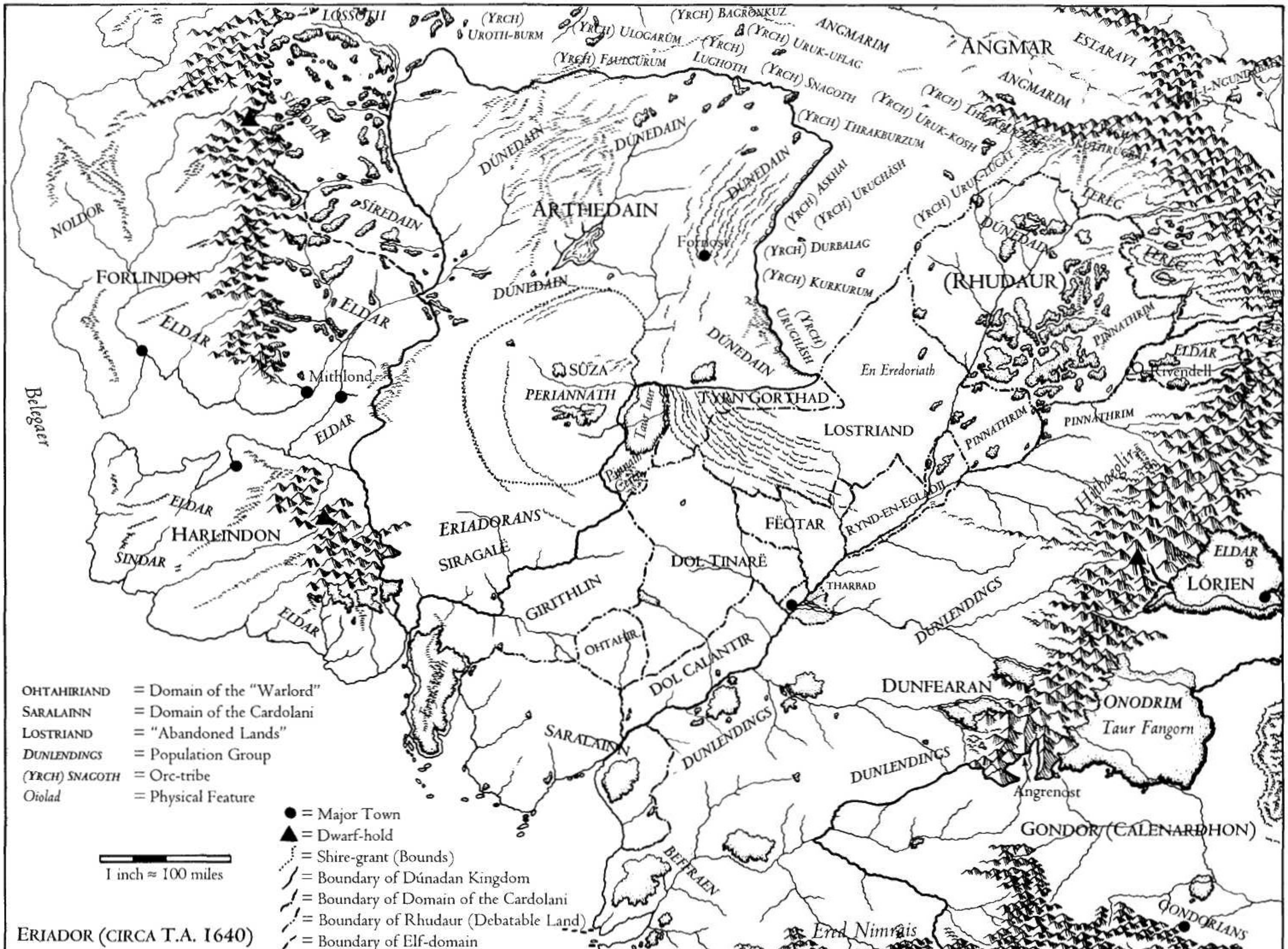
W1. Greenholm.
W2. Gamwich.
W3. Tighfield.
W4. Nobottle.
W5 Long Cleeve.
W6. Little Delving,
W7. Michel Delving.
W8. Needlehole.
W9. Waymeet.
W10. Whitwell.
W11.Tookbank.
W12. Tuckburrow.
W13. Overhill.
W15. Bagend.
W16. Hobbiton.
W17. Bywater.
18. *Three Farthing Stone.*
N19. Long Cleeve.
N20. Greenfields.
N21. Oatbarton.
S22. Hardbottle.
S23. Sackville.
S24. Longbottom.
S25. Pincup.
E25. Brockenborings.
E26. Scary.
E27. Quarry,
E28. Dwaling.
E29. Frogmorton.
E30. Whitfurrows.
E31. Stock.
E32. Woodhall.
E33. Rushy.
E34. Deephallow.
E35. Willowbottom.
B36. Newbury.
B37. Brandy Hall
B38. Bucklebury.
B40. Standelf.
B41. Haysend.
B42. Grindwall.
A43. Minas Hyarr.
A44. Barad Caran.
A45. Rond Morvin.
A46. Rond Hyarr.
A47. Tarmabar.
A48. Rondorro.
A49. Annúminas.

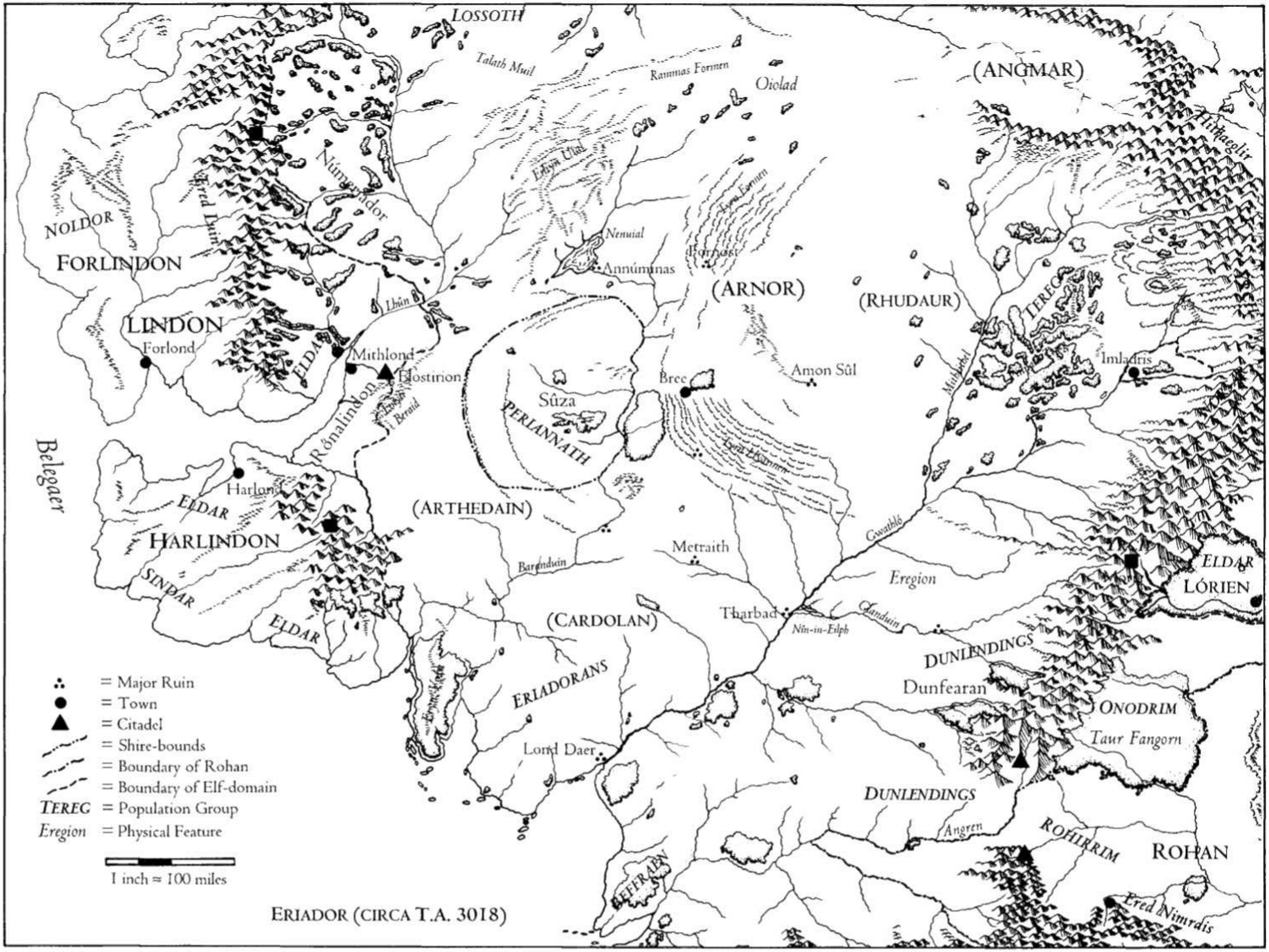


ERIADOR (CIRCA S.A. 1600)

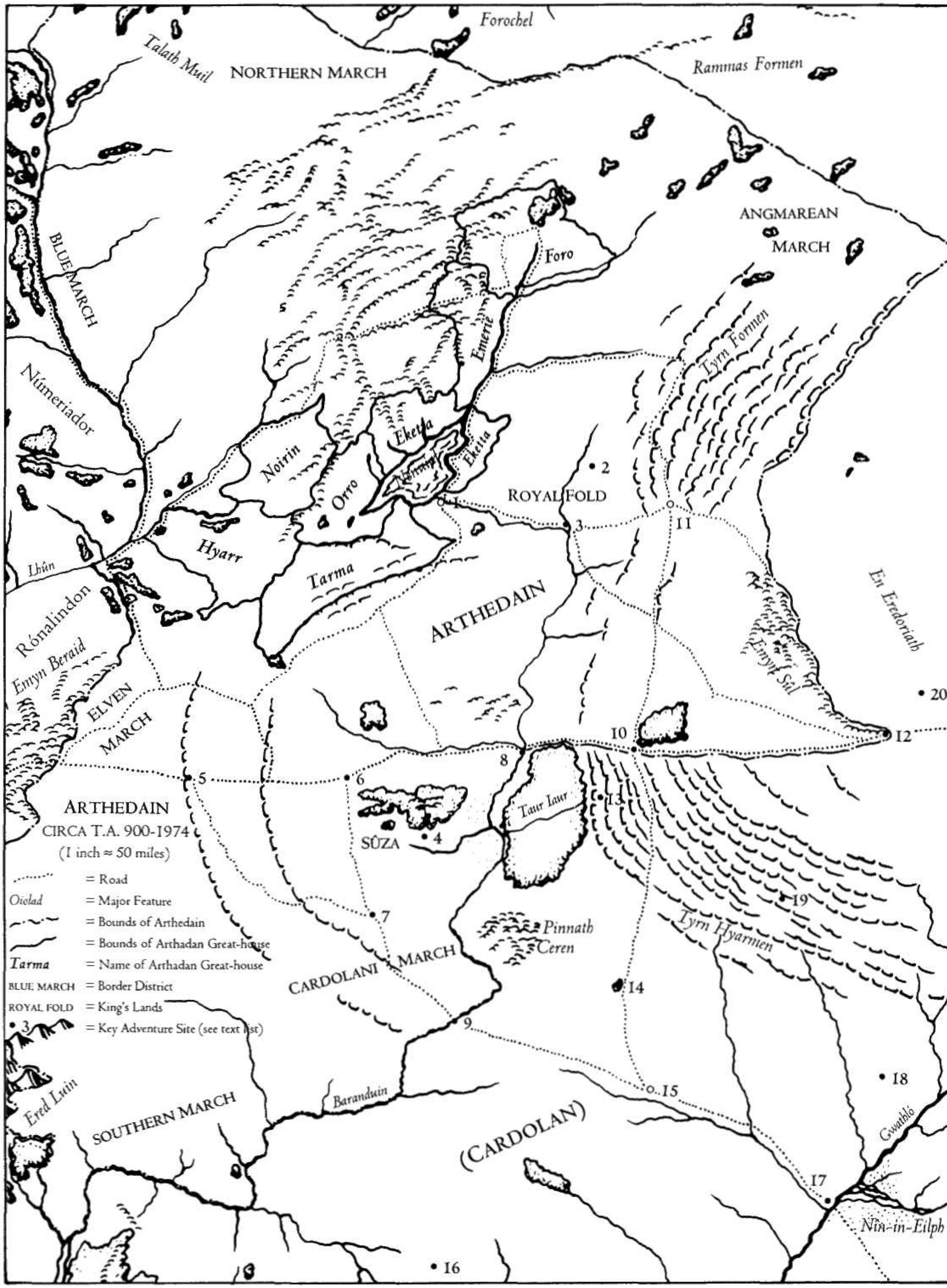


ERIADOR (CIRCA T.A. 861)

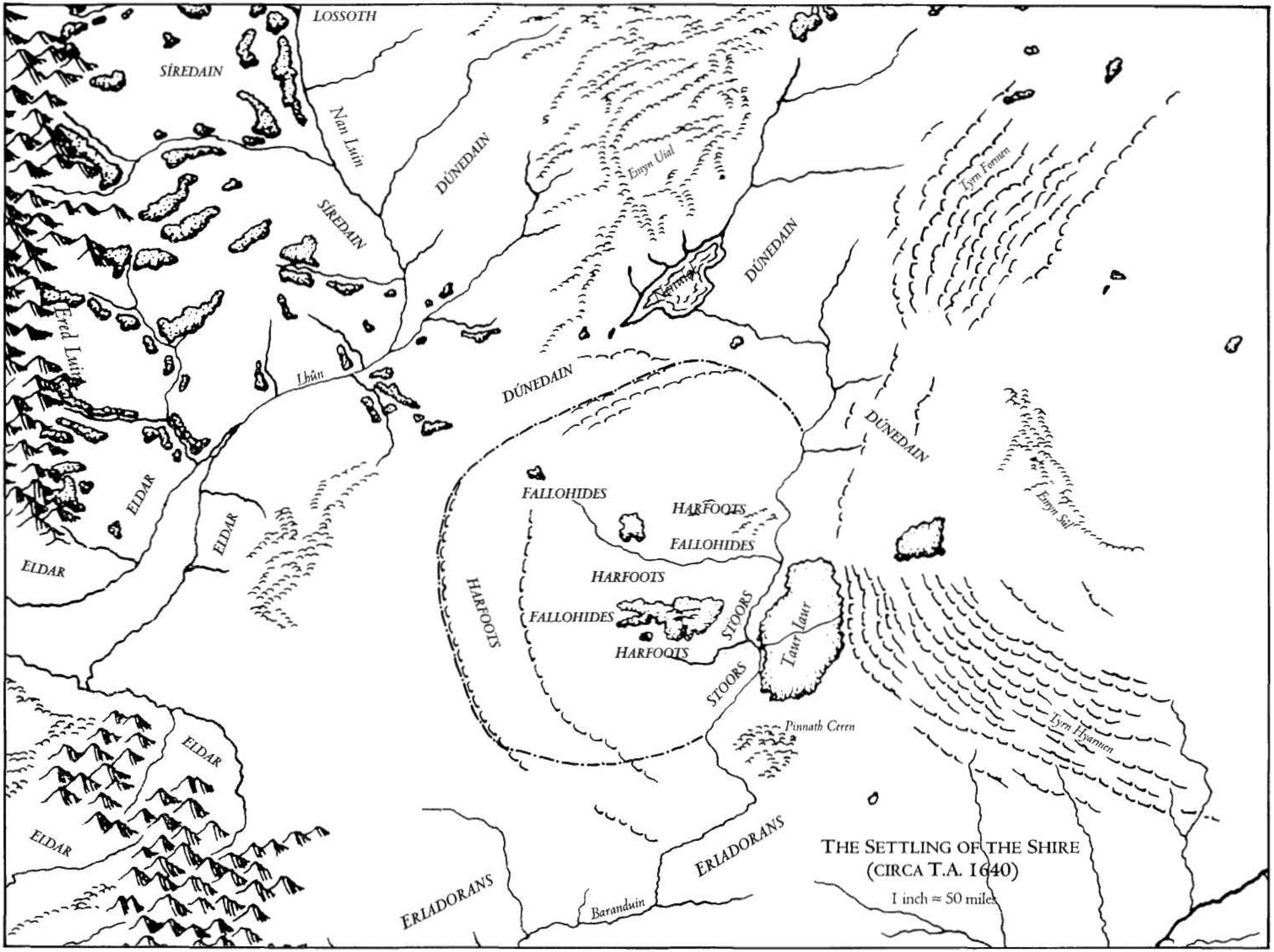

ERIADOR (CIRCA T.A. 1640)
OHTAHIRIAND = Domain of the "Warlord"
SARALAINN = Domain of the Cardolani
LOSTRIAND = "Abandoned Lands"
DUNLENDINGS = Population Group
(YRCH) SNAGOTH = Orc-tribe
Oiolad = Physical Feature
= Major Town
= Dwarf-hold
= Shire-grant (Bounds)
= Boundary of Dúnadan Kingdom
= Boundary of Domain of the Cardolani
= Boundary of Rhudaur (Debatable Land)
= Boundary of Elf-domain
1 inch ≈ 100 miles
LOSSOTH
(YRCH) UROTH-BURM
(YRCH) ULOGARÛM
(YRCH) BAGRONKUZ
(YRCH) URUK-UFLAC
(YRCH) LUGHOTH
(YRCH) FAULGÛRUM
(YRCH) SNAGOTH
(YRCH) URUK-KOSH
(YRCH) THRAKBURZUM
(YRCH) ASKHAI
(YRCH) URUGHÂSH
(YRCH) DURBALAG
(YRCH) KURKURUM
(YRCH) URUGHÂSH
ANGMARIM
ANGMAR
ESTARAVI
NOLDOR
SÎREDAIN
FORLINDON
ELDAR
Mithlond
Belegaer
HARLINDON
SINDAR
ARTHEDAIN
DÚNEDAIN
Fornost
SÛZA
PERIANNATH
Taur Iaur
TYRN GORTHAD
LOSTRIAND
En Eredoriath
(RHUDAUR)
PINNATHRIM
TEREG
Rivendell
ERIADORANS
SIRAGALÉ
GIRITHLIN
OHTAHIR
DOL TINARË
FËOTAR
RYND-EN-EGLADIL
THARBAD
DOL CALANTIR
SARALAINN
DUNLENDINGS
DUNFEARAN
ONODRIM
Taur Fangorn
Angrenost
LÓRIEN
GONDOR (CALENARDHON)
BEFRAEN
Ered Nimrais
GONDORIANS

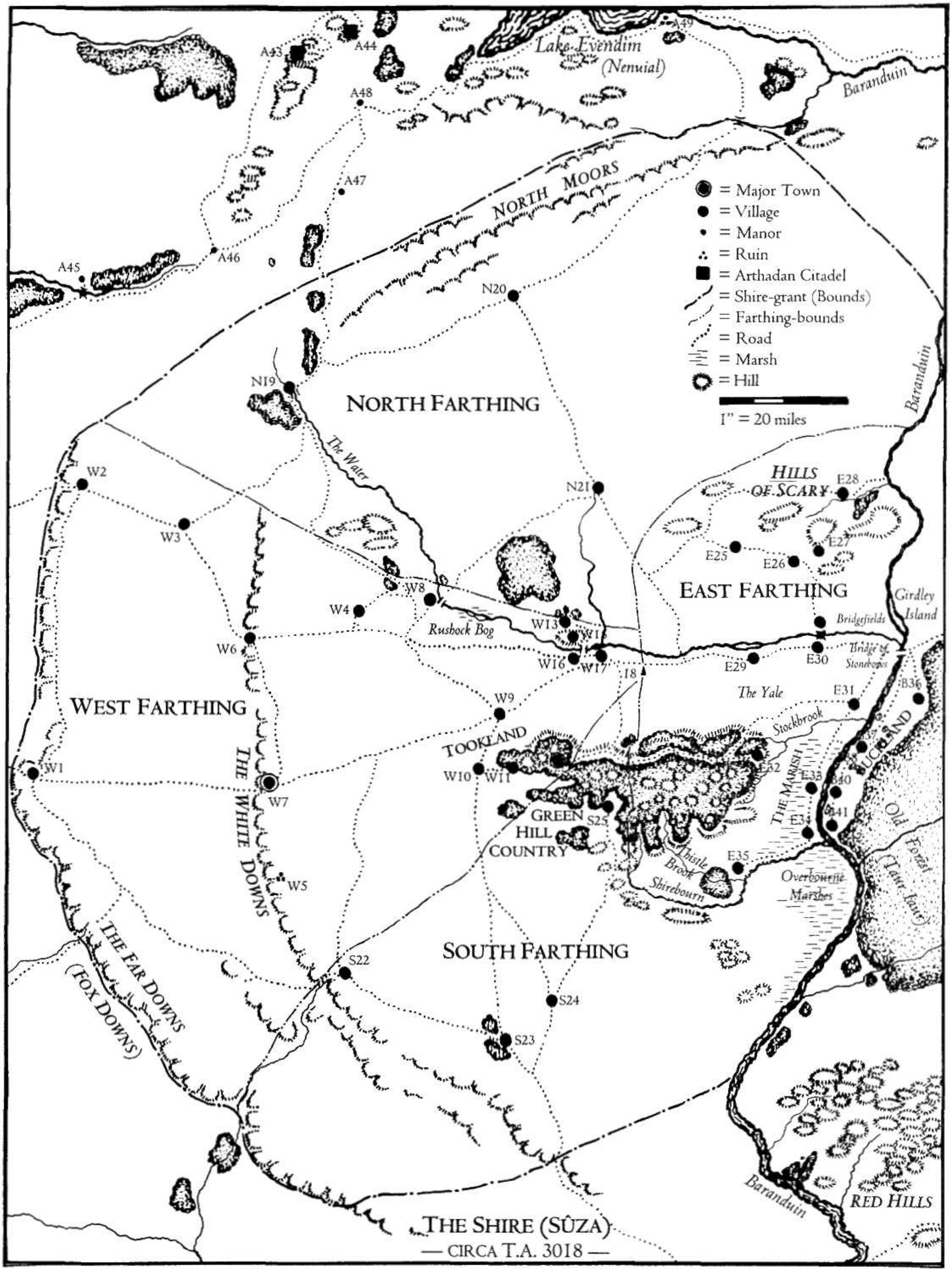


ERIADOR (CIRCA T.A. 3018)



Forochel
Talath Muil
NORTHERN MARCH
Rammas Formen
ANGMAREAN
MARCH
Foro
BLUE MARCH
Emerië
Númeriador
Tyrn Formen
Eketta
Eketta
Noirin
Orro
Nenuial
1
2
ROYAL FOLD
3
11
Hyarr
Lhûn
Tarma
ARTHEDAIN
En Eredoriath
Rónalindon
Emyn Beraid
Emyn Sûl
ELVEN
MARCH
20
10
12
8
5
6
Taur Iaur
13
ARTHEDAIN
CIRCA T.A. 900-1974
(1 inch ≈ 50 miles)
SÛZA
4
= Road
Oiolad
= Major Feature
= Bounds of Arthedain
= Bounds of Arthadan Great-house
Tarma
= Name of Arthadan Great-house
BLUE MARCH
= Border District
ROYAL FOLD
= King's Lands
3
= Key Adventure Site (see text list)
19
7
Pinnath
Ceren
Tyrn Hyarmen
CARDOLANI
MARCH
14
9
18
Ered Luin
Baranduin
15
SOUTHERN MARCH
(CARDOLAN)
Gwathló
17
Nîn-in-Eilph
16


THE SETTLING OF THE SHIRE
(CIRCA T.A. 1640)
1 inch ≈ 50 miles
LOSSOTH
SÍREDAIN
Nan Luin
SÍREDAIN
DÚNEDAIN
Emyn Uial
Tyrn Fornen
Nenuial
DÚNEDAIN
Ered Luin
Lhûn
DÚNEDAIN
DÚNEDAIN
Emyn Sûl
ELDAR
ELDAR
ELDAR
FALLOHIDES
HARFOOTS
FALLOHIDES
HARFOOTS
HARFOOTS
FALLOHIDES
HARFOOTS
STOORS
STOORS
Taur Iaur
Pinnath Ceren
Tyrn Hyarnuen
ELDAR
ELDAR
ERIADORANS
ERIADORANS
Baranduin



Lake Evendim
(Nenuial)
Baranduin
A43
A44
A49
A48
A47
A45
A46
NORTH MOORS
= Major Town
= Village
= Manor
= Ruin
= Arthadan Citadel
= Shire-grant (Bounds)
= Farthing-bounds
= Road
= Marsh
= Hill
1" = 20 miles
N20
N19
NORTH FARTHING
The Water
W2
W3
N21
HILLS OF SCARY
E28
E27
E25
E26
EAST FARTHING
Girdley Island
Bridgefields
W8
W4
W13
Rushock Bog
W6
W16
W17
I8
E29
E30
Bridge of Stonebows
The Yale
E31
B36
WEST FARTHING
W9
Stockbrook
TOOKLAND
BUCKLAND
W1
W10
W11
E32
E33
B40
THE WHITE DOWNS
W7
THE MARISH
GREEN HILL COUNTRY
S25
E34
B41
Old Forest (Taur Iaur)
Thistle Brook
E35
Overbourne Marshes
W5
Shirebourn
THE FAR DOWNS (FOX DOWNS)
SOUTH FARTHING
S22
S24
S23
Baranduin
RED HILLS
THE SHIRE (SÛZA)
— CIRCA T.A. 3018 —

TRAVELER'S GUIDE INDEX

Note: *This index gives page numbers within Section 11.0 only. Items italicized in the index appear as major entries in the section. All other items are minor entries or are discussed in the body of the text.*

INDEX TO PEOPLE OF NOTE

Note: *This index gives page numbers within Section 10.0 only.*

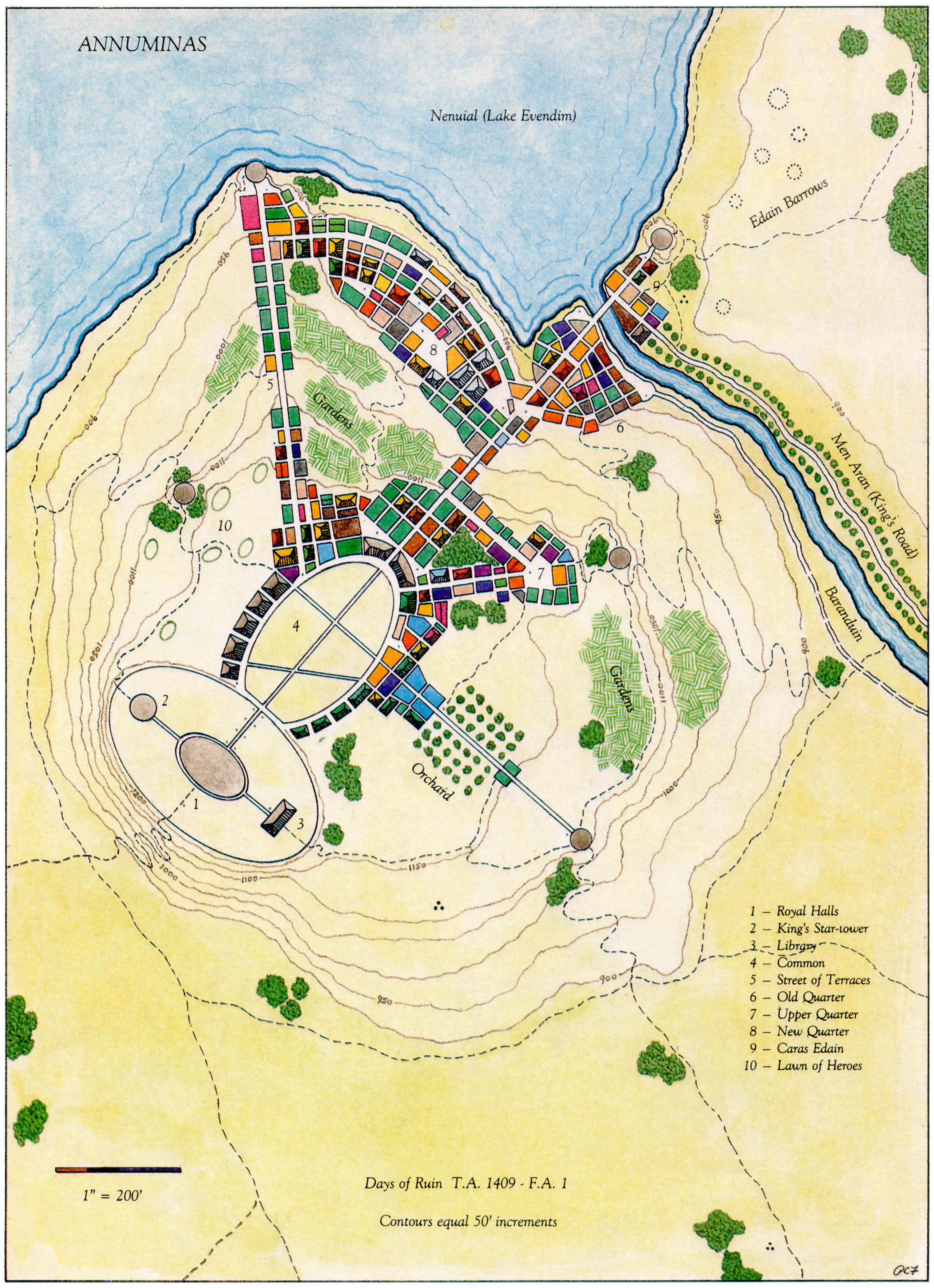

Forochel
Talath Muil
Rammas Formen
Bar-i-Dongorath
Ered Luin
Annúduin
Nan-i-Naugrim
Numeriador
Emyn Uial
Barekerra
Nenuial
Arthedain
Annúminas
Rood
Fornost Erain
Tyrn Formen
Emyn Sûl
Caras Celairnen
Lhûn
Tarmabar
Mithlond
Emyn Beraid
Gamwich
Little Delving
Greenholm
Michel Delving
Hobbiton
Oatbarton
Scary
Frogmorton
Bree
Archet
Combe
Midgewater
Menatar Romen

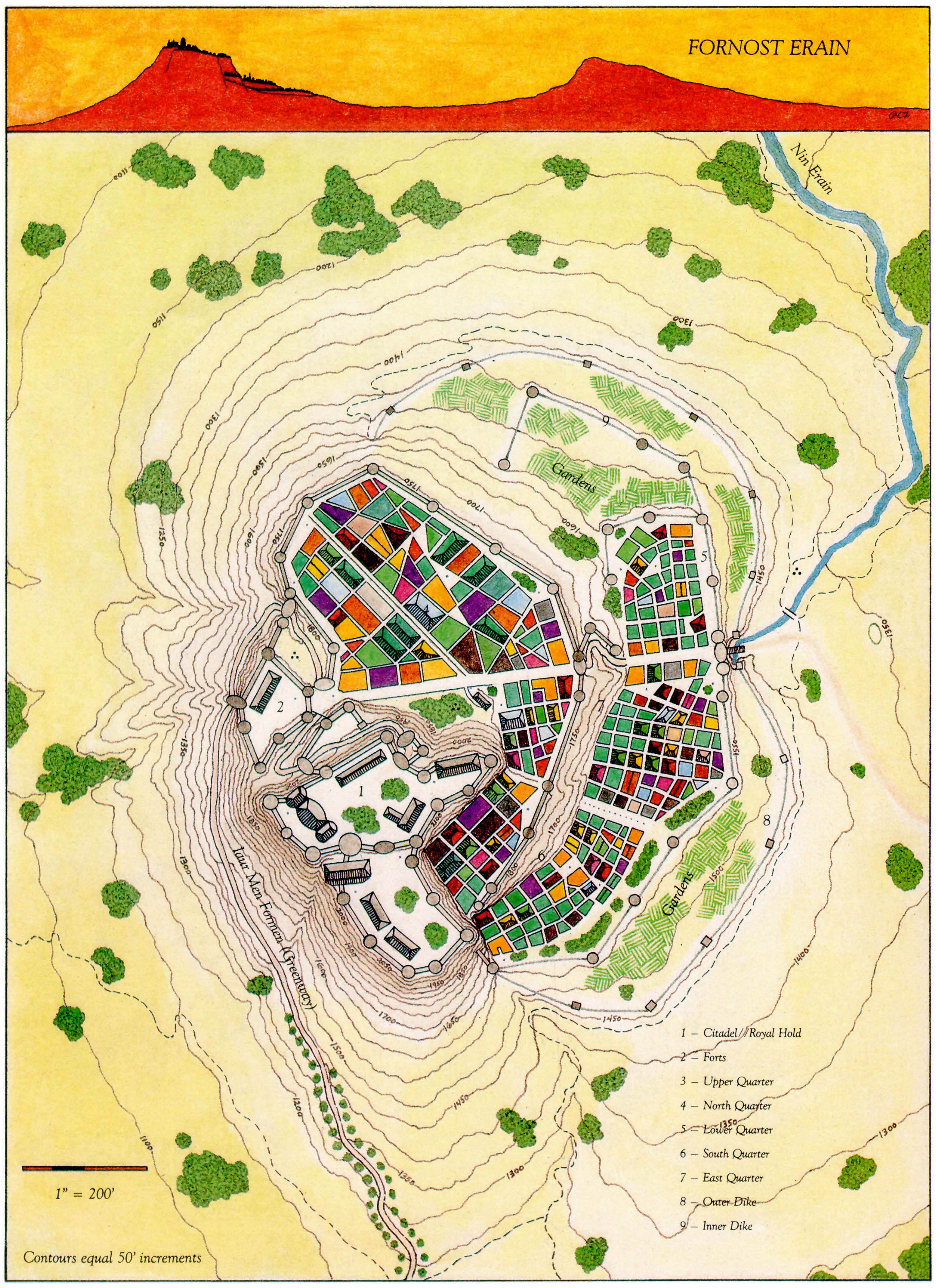

Shire
Tuckbarrow
Greenholm
Michel Delving
Hobbiton
Frogmorton
Stock
Taur Iaur (Old Forest)
Ovenbourne
Sackville
Pinnath Ceren
Tynn hyarmen
Ered Luin
Pinnath Luin
Gebir Luin
Lond Telerien
(Cátunam)
Baranduin
Iach Saen
Cor Wilishon
Annon Baran
Minas Girithlin
Cardolan
Creb Durga
Tharbad
Minhiriath
Eryn Vorn
Balost
Gwathló
Sudúri
Lond Daer
Rast Vorn
Rast Arnor
Enedhir

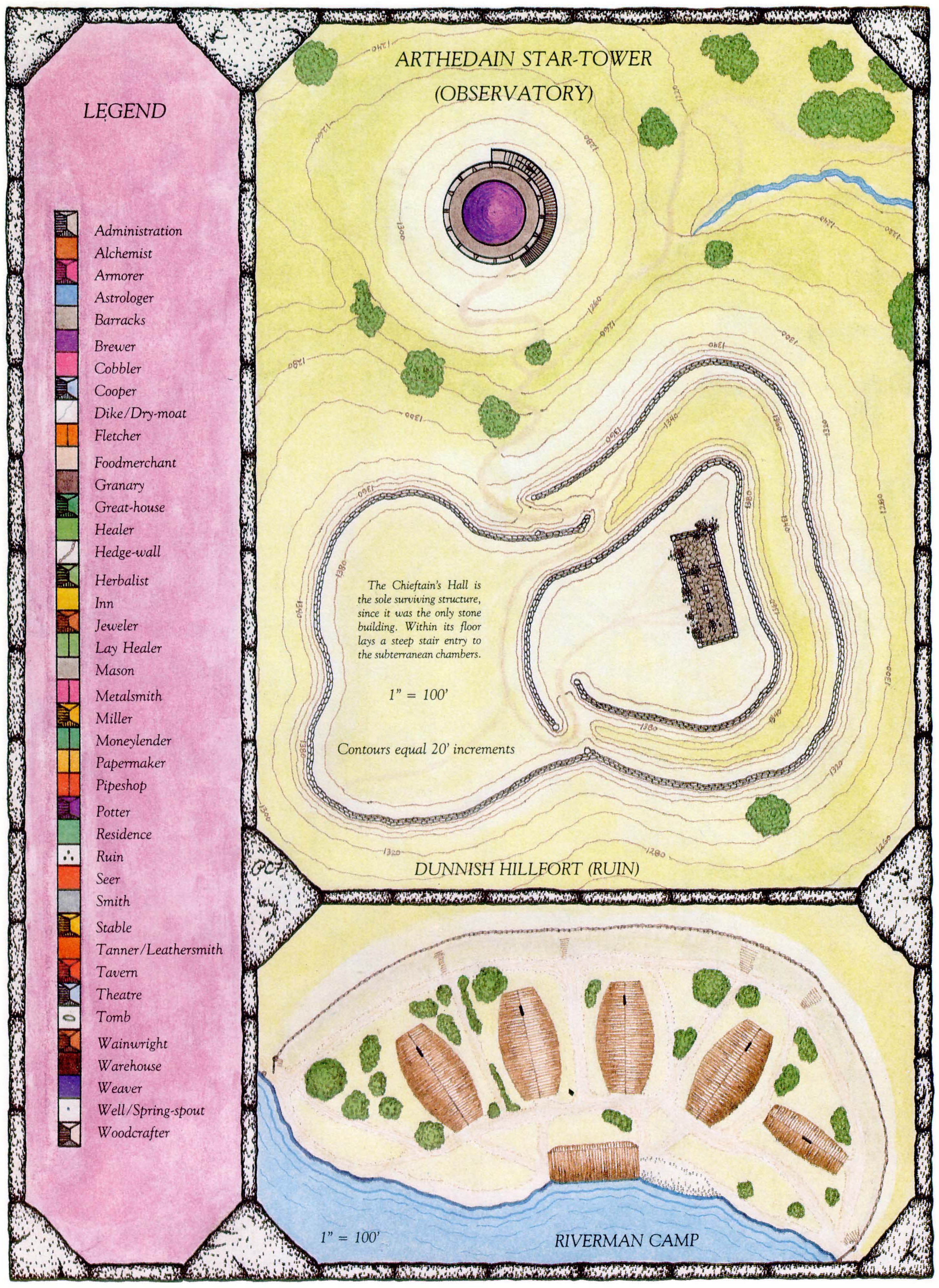

Angmar
Nan Angmar
En Udanoriath
Oiolad
Rhudaur
Ettenmoors
Hithaeglir
Nan Lôke
Gundabad
Gundalok
Aksa Ruin
Pinnath Aegning
Monkai
Kuska
Shedûn
Gram
Licash
Cameth Brin
Amon Sûl

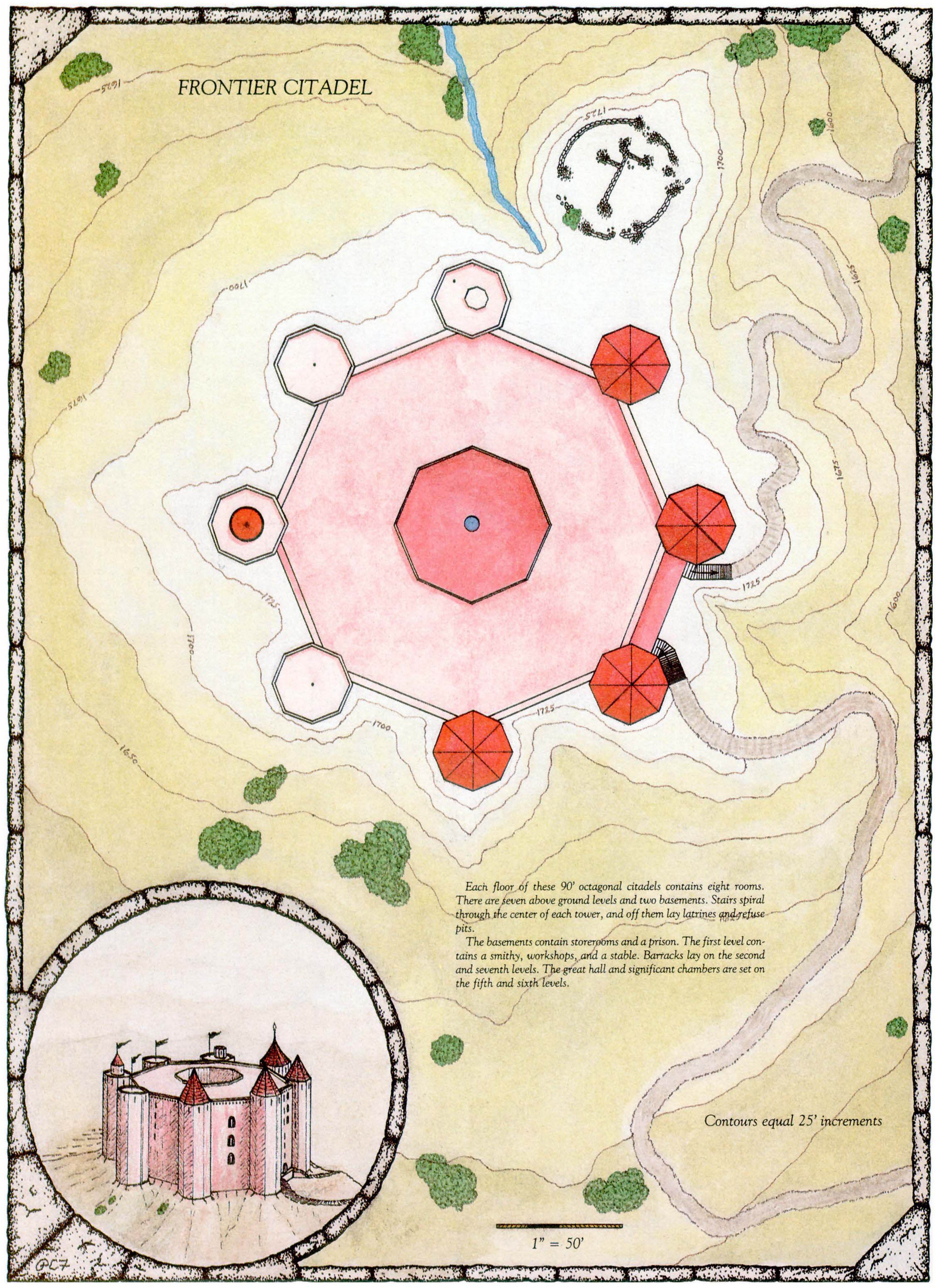


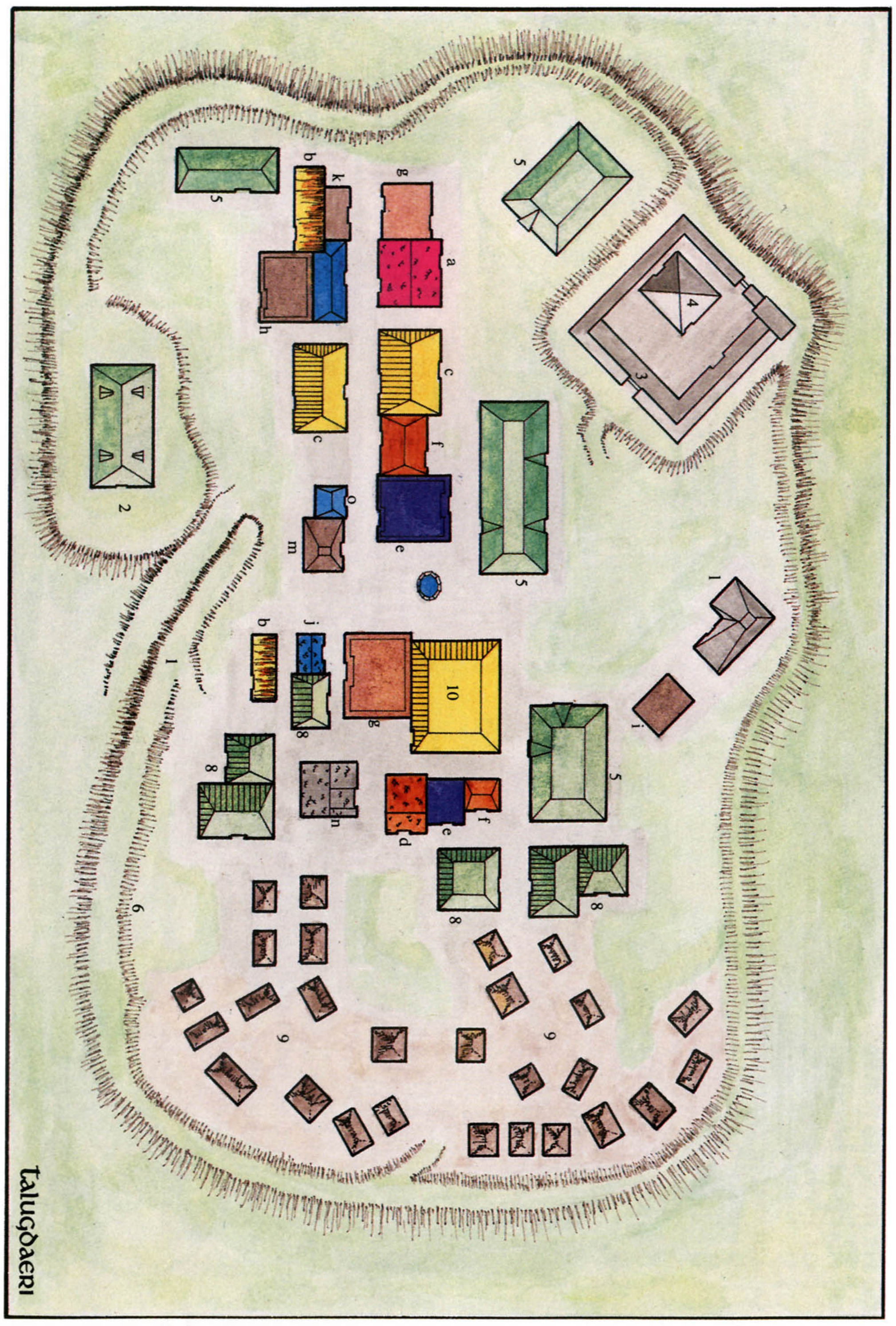
En Eredoriach
Bruinen
En Eglahil
Fennas Drúnin
Eregion
Caradhras
Fanuidhol
Celebdil
Moria
Nimrodel
Nanduhirion
Lórien
E Naith
Nan Anduin
Sirannon
Glanduin
Parth Celebrant
Dunfearan
Enedhwaith
Taur Fangorn
Wold
Lanach Dahnnan
Nan Curunír
Angrenost
Methedras

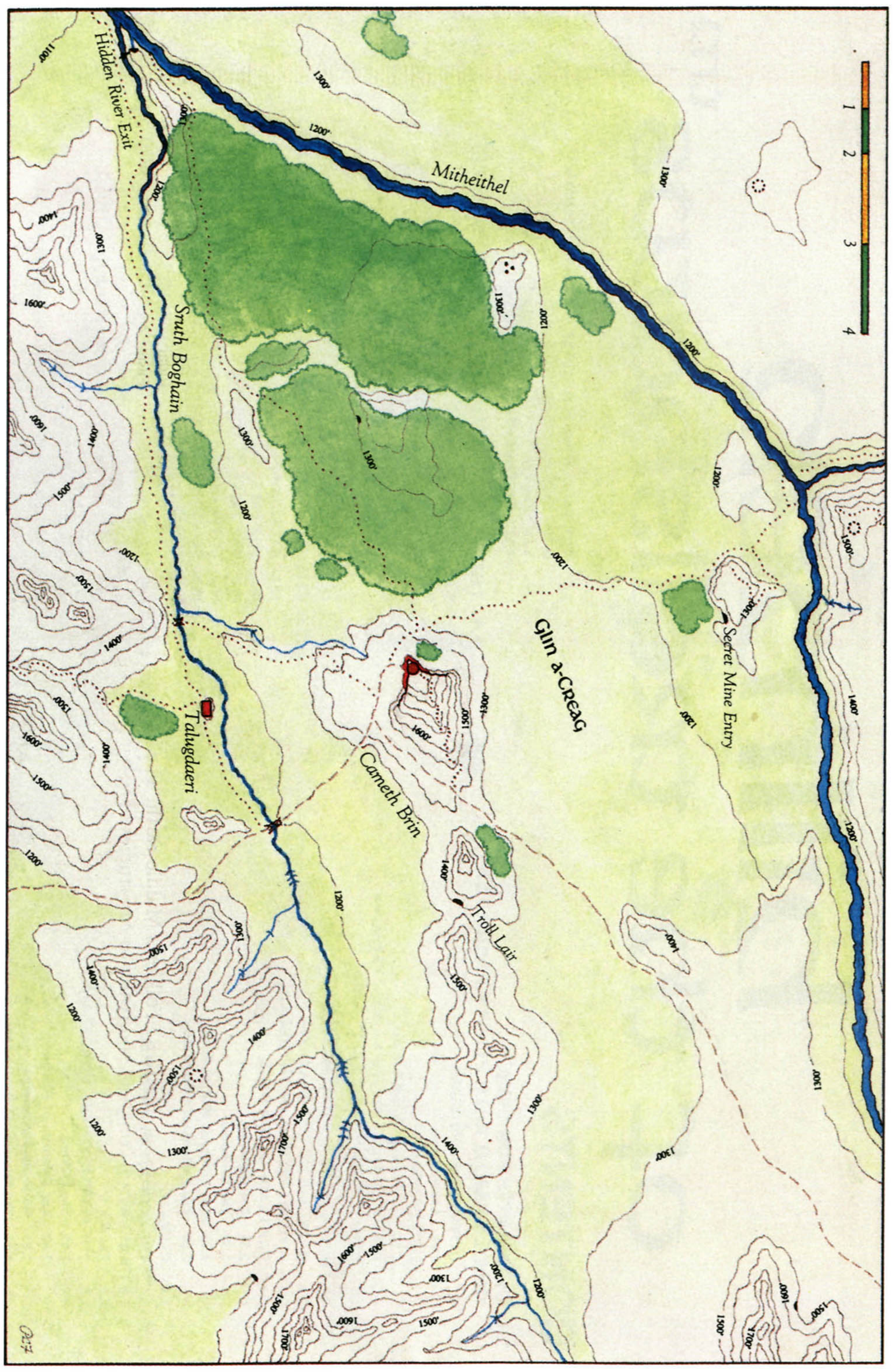

ANNUMINAS
Nenuial (Lake Evendim)
Edain Barrows
Men Arnor (King's Road)
Baranduin
Gardens
Orchard
1 – Royal Halls
2 – King's Star-tower
3 – Library
4 – Common
5 – Street of Terraces
6 – Old Quarter
7 – Upper Quarter
8 – New Quarter
9 – Caras Edain
10 – Lawn of Heroes
1" = 200'
Days of Ruin T.A. 1409 - F.A. 1
Contours equal 50' increments

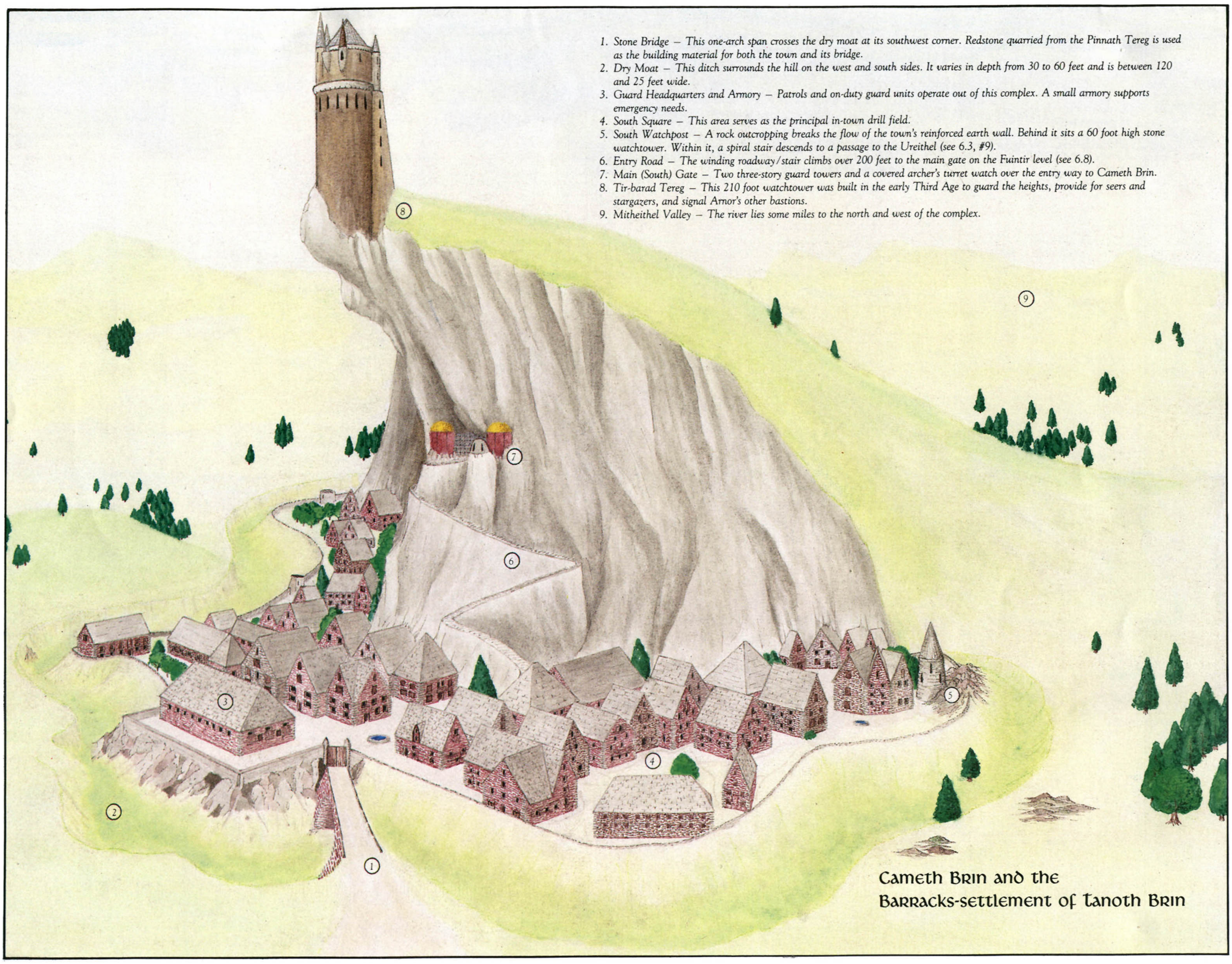

FORNOST ERAIN
Nin Erain
Gardens
1 – Citadel / Royal Hold
2 – Forts
3 – Upper Quarter
4 – North Quarter
5 – Lower Quarter
6 – South Quarter
7 – East Quarter
8 – Outer Dike
9 – Inner Dike
1" = 200'
Contours equal 50' increments

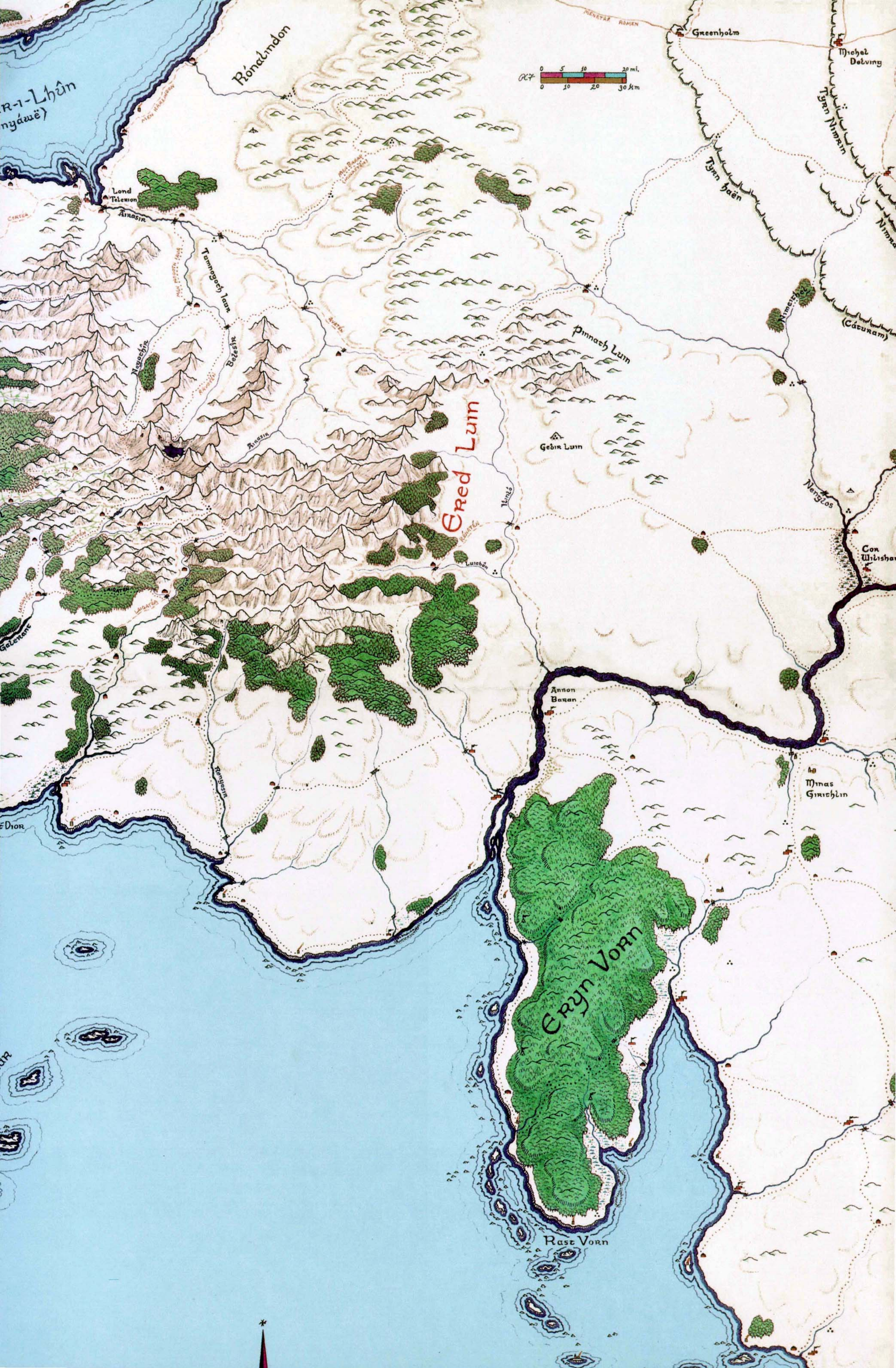

LEGEND
Administration
Alchemist
Armorer
Astrologer
Barracks
Brewer
Cobbler
Cooper
Dike/Dry-moat
Fletcher
Foodmerchant
Granary
Great-house
Healer
Hedge-wall
Herbalist
Inn
Jeweler
Lay Healer
Mason
Metalsmith
Miller
Moneylender
Papermaker
Pipeshop
Potter
Residence
Ruin
Seer
Smith
Stable
Tanner/Leathersmith
Tavern
Theatre
Tomb
Wainwright
Warehouse
Weaver
Well/Spring-spout
Woodcrafter
ARTHEDAIN STAR-TOWER
(OBSERVATORY)
The Chieftain's Hall is the sole surviving structure, since it was the only stone building. Within its floor lays a steep stair entry to the subterranean chambers.
1" = 100'
Contours equal 20' increments
DUNNISH HILLFORT (RUIN)
1" = 100'
RIVERMAN CAMP


FRONTIER CITADEL
Each floor of these 90' octagonal citadels contains eight rooms. There are seven above ground levels and two basements. Stairs spiral through the center of each tower, and off them lay latrines and refuse pits.
The basements contain storerooms and a prison. The first level contains a smithy, workshops, and a stable. Barracks lay on the second and seventh levels. The great hall and significant chambers are set on the fifth and sixth levels.
Contours equal 25' increments
1" = 50'

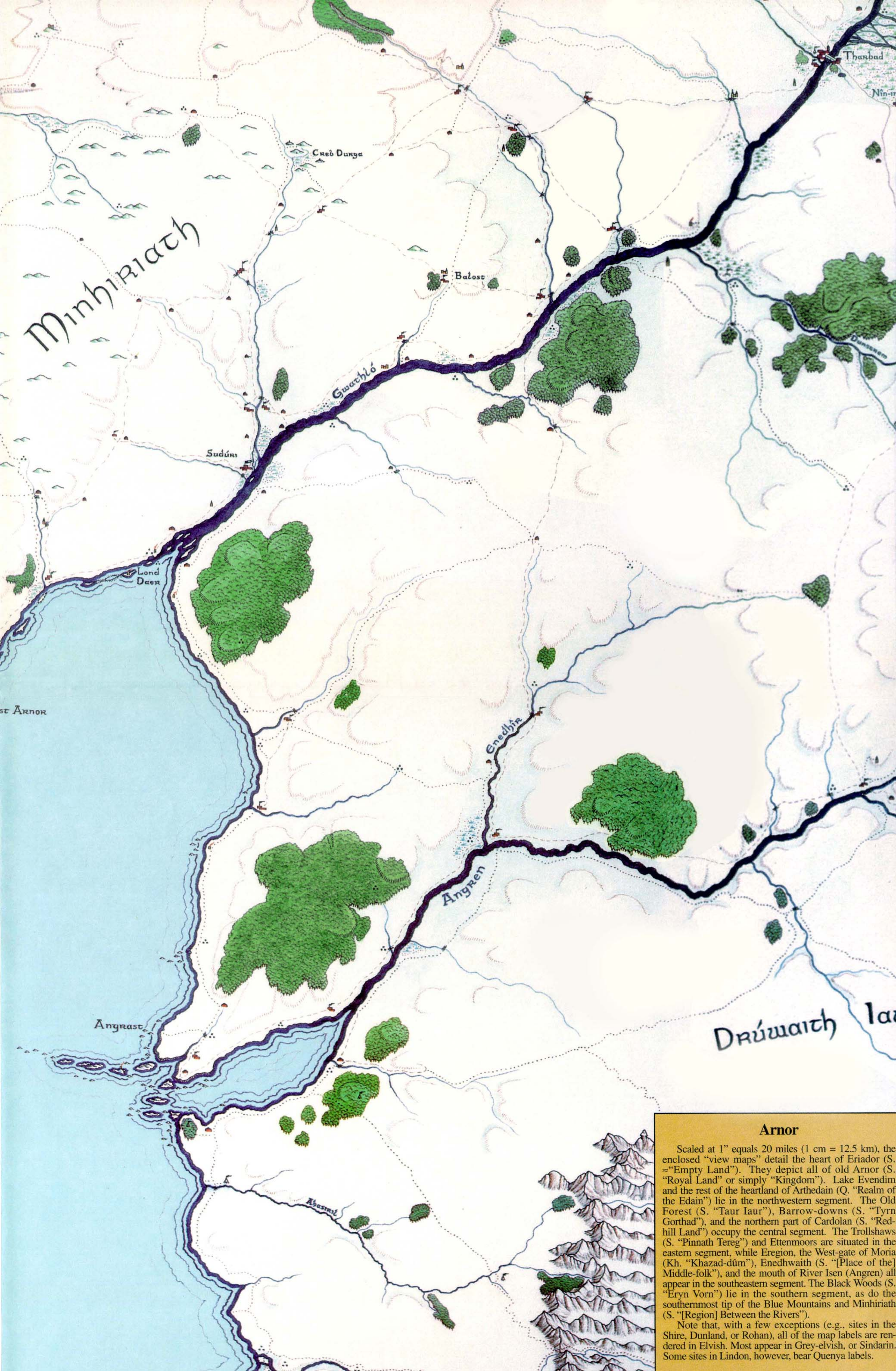

Talugdaeri


Hidden River Exit
Mitheithel
Sruth Boghain
Talugdaeri
Cameth Brin
Glin a-Creag
Secret Mine Entry
Troll Lair


1. Stone Bridge – This one-arch span crosses the dry moat at its southwest corner. Redstone quarried from the Pinnath Tereg is used as the building material for both the town and its bridge.
2. Dry Moat – This ditch surrounds the hill on the west and south sides. It varies in depth from 30 to 60 feet and is between 120 and 25 feet wide.
3. Guard Headquarters and Armory – Patrols and on-duty guard units operate out of this complex. A small armory supports emergency needs.
4. South Square – This area serves as the principal in-town drill field.
5. South Watchpost – A rock outcropping breaks the flow of the town's reinforced earth wall. Behind it sits a 60 foot high stone watchtower. Within it, a spiral stair descends to a passage to the Ureithel (see 6.3, #9).
6. Entry Road – The winding roadway/stair climbs over 200 feet to the main gate on the Fuintir level (see 6.8).
7. Main (South) Gate – Two three-story guard towers and a covered archer's turret watch over the entry way to Cameth Brin.
8. Tir-barad Tereg – This 210 foot watchtower was built in the early Third Age to guard the heights, provide for seers and stargazers, and signal Arnor's other bastions.
9. Mitheithel Valley – The river lies some miles to the north and west of the complex.
Cameth Brin and the
Barracks-settlement of Tanoth Brin



Ered Luin
Eryn Vorn
Rast Vorn
Pinnath Luin
Gebir Luin
Lond Telemon
Annon Baran
Minas Girithlin
Greenholm
Michel Delving
Tamnogoch Luin
0 5 10 20 mi.
0 10 20 30 km



Arnor

Scaled at 1" equals 20 miles (1 cm = 12.5 km), the enclosed "view maps" detail the heart of Eriador (S. ≈"Empty Land"). They depict all of old Arnor (S. "Royal Land" or simply "Kingdom"). Lake Evendim and the rest of the heartland of Arthedain (Q. "Realm of the Edain") lie in the northwestern segment. The Old Forest (S. "Taur Iaur"), Barrow-downs (S. "Tyrn Gorthad"), and the northern part of Cardolan (S. "Red-hill Land") occupy the central segment. The Trollshaws (S. "Pinnath Tereg") and Ettenmoors are situated in the eastern segment, while Eregion, the West-gate of Moria (Kh. "Khazad-dûm"), Enedhwaith (S. "[Place of the] Middle-folk"), and the mouth of River Isen (Angren) all appear in the southeastern segment. The Black Woods (S. "Eryn Vorn") lie in the southern segment, as do the southernmost tip of the Blue Mountains and Minhiriath (S. "[Region] Between the Rivers").

Note that, with a few exceptions (e.g., sites in the Shire, Dunland, or Rohan), all of the map labels are rendered in Elvish. Most appear in Grey-elvish, or Sindarin. Some sites in Lindon, however, bear Quenya labels.

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Arnor INCLUDES:

- **COLOR TERRAIN MAPS** detailing the lands of Arthedain, Cardolan, and Rhudaur—a total of 10 pages.
- **MYSTICAL AND RELIGIOUS ORDERS** of Arthedain, including the healing Sisters of Nienna and the secret Lindalistyari.
- **WARCRAFT** used by the three sister kingdoms, including the Dagarim Aran and the Degerim Ereter of Arthedain, the "Raggers" of Cardolan, and the mercenaries who sell their services to the highest bidder—the Ragh Crann-Sleagha, the Cruaidh Maraich, the Troich-Armchleasah, and the Forak-Eiginn.
- **CASTLES, CITIES AND SITES** including the eerie leaning hill of Cameth Brin, bustling and over-populated Tharbad, and the haunted Barrow-downs.
- **RANGERS OF THE NORTH** —their history, organization, duties, and how to create a Ranger player character.
- **THE FATE OF KINGS**, a series of exciting scenarios combining political intrigue with royal warfare.
- **COLOR CITY MAPS** depicting the streets, canals, bridges, and edifices of Tharbad; the avenues, gardens, and libraries of Annúminas; and the earthen dikes, stone walls, and high guard towers of fortified Fornost Erain.



In the year 861 of the Third Age, Arnor was sundered. The death of the tenth and last Arnorian king, Eärendur, left the North Kingdom's loyalties split among Eärendur's three surviving sons. Amlaith of Fornost, the eldest of the three and thus the Prince most deserving of inheriting his father's full domain, won the Sceptre of Annúminas but in the process lost half of Arnor's territory and much of her power. His brothers staked claim to the eastern and southern lands and successfully countered his attempts to reunify the realm.

Thus the North Kingdom split into three independent, neighboring but lesser states: Arthedain, Cardolan, and Rhudaur.

This realm module details the three sister kingdoms and their relations with one another. Much of the material covering Arthedain and Cardolan was previously available in *Rangers of the North*™ and *The Lost Realm of Cardolan*.™ The information on Rhudaur, together with more extensive lore concerning the inhabitants of sundered Arnor, has never appeared in previous modules.

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